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A kinder, gentler nagus

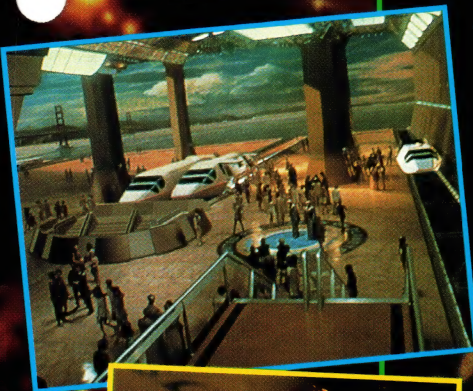
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STAR SYSTEMS

The Guide to the STAR TREK Galaxy

FILE 4 CARD 26



STAR SYSTEMS

'GRAVITY' PLANET

A pocket of subspace in the Delta Quadrant is home to a barren planet circling a Class-G star. For every minute that passes in normal space, more than two hours pass for the unfortunates trapped on this world.

The **Delta Quadrant** plays host to a huge variety of inhospitable planets, but few are as well concealed as the unnamed planet on which **U.S.S. Voyager NCC-74656** crew members **Lt. Commander Tuvok**, **Ensign Tom Paris**, and the **Emergency Medical Hologram** crashland in 2375.

This **Class-D** world is part of an entire solar system existing in a pocket of **subspace**. The system contains one **Class-G** star and three orbiting planets. One small planet follows a

trajectory passing close to the sun, with two larger worlds placed at equal intervals further out.

Subspace sinkhole

Passage into the subspace system from normal space is through a **gravimetric shear** that acts like a **'subspace sinkhole,'** pulling ships into the system. The shear is 600 meters in diameter, but out of phase with normal space, thus proving undetectable until ships are caught in its drag. It only barely registers on the advanced sensors aboard *Voyager*, even after they are

In 2375, members of the U.S.S. VOYAGER NCC-74656 crew are forced to crashland on an inhospitable Class-D world that exists within a subspace pocket.

recalibrated. One of the properties of this phenomenon is a temporal differential of .4744 seconds per minute to normal space. Twelve hours outside the subspace pocket equals months within it. Life forms are able to move freely between normal space and the pocket, however, without suffering any apparent ill



Planet Unnamed world

Class D

Quadrant Delta

Also known as The 'Gravity' planet

Native name Unknown

Surface Arid, dirt-red plains broken up only by rocks and mounds.

Life Forms The only indigenous species appears to be an edible arachnid life form. The planet is devoid of vegetation.

Climate Extremely hot.

Notable Features The planet is part of a solar system that exists within a subspace pocket. Passage into the system is only possible through a gravimetric shear.

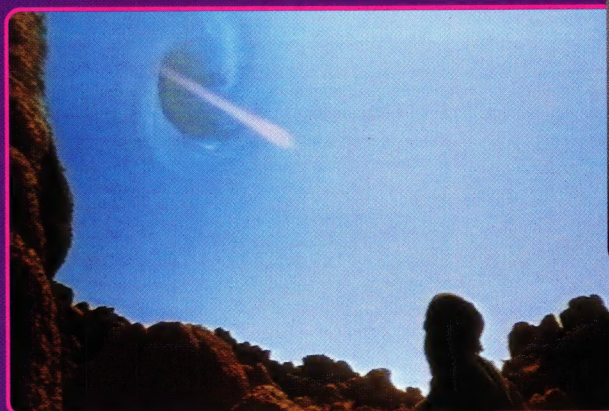
Starship Log STAR TREK: Voyager 'Gravity'

SUBSPACE SINKHOLE

Monodirectional

The gravimetric anomaly is approximately 600 meters in diameter and is out of phase with normal space. It barely registers on Starfleet sensors, and somewhat resembles a rippling pool of oil floating in space. Supervisor Yost, of the Renovation Team Nova, advises Captain Kathryn Janeway that to remain safe the **U.S.S. Voyager NCC-74656** should maintain a distance of at least two million kilometers from the mouth of the distortion.

Further study of similar phenomena leads Janeway to conclude that sinkholes and quantum singularities are essentially monodirectional - "what goes in doesn't come out," as she grimly puts it when discussing the fate of her stranded officers. Matters are further complicated by the phenomenon's instability; the gravitational stress is constantly increasing, and when the sinkhole collapses everything inside it will be crushed.



Unwary vessels are drawn into the shear and deposited on the Class-D world inside the subspace pocket.

The subspace sinkhole resembles a rippling pool of oil floating in space.

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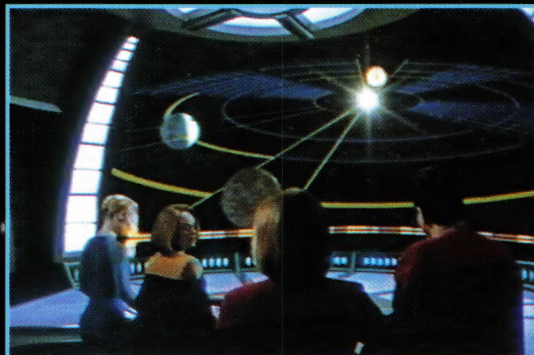
The Guide to the STAR TREK Galaxy

FILE 4 CARD 26

'GRAVITY' PLANET



▼ The crew of the **U.S.S. VOYAGER** use the ship's **Astrometrics** lab to study the gravimetric distortion surrounding the planet.



▲ Rocky hills and peaks are scattered over the planet's surface.



◀ The stranded **VOYAGER** crew members befriend **Noss**, another castaway trapped on the planet.

a cone with a pulsing red lighting inside. It is unknown how this device functions, but placing it in a suitable position brings the creatures scuttling into the open, allowing them to be stabbed with a large knife and then cooked and eaten. According to some reports they do not taste very good, but they are not poisonous.

The planet does not appear to harbor any intelligent indigenous

life forms, probably because the elements are not conducive to the sustained growth of civilization. The luckless beings marooned on the desolate world are forced to survive by their wits, as none of the crashed vessels has ever been seen to become airborne again.

Survivor

One castaway, **Noss**, is trapped on the planet for 14 seasons, with only the forcefield around her wrecked ship protecting her from attack and the elements. She is a loner, fending and providing for herself by trying to plunder crashed ships before other scavengers arrive, at least until she meets up with *Voyager's* Tuvok, Paris, and the **Doctor**.

Noss is rescued along with the **Starfleet** officers when *Voyager's* crew finds a way to transport them through the vortex between subspace and

GALAXY FACTS

▶ Many of the marooned scavengers on this planet carry photon grenades that can break through a force-field when enough are used in combination.

▶ Supervisor Yost belongs to the same race as the scavengers, although he appears to be a more polished and reasonable person.

normal space. They do so with only minutes to spare, as an alien race seeks to seal the sinkhole with an energy beam that will prevent the loss of more ships. In doing so, they permanently maroon the survivors of at least 11 of their vessels, all lost in the pocket in the previous 12 months. *Voyager's* sensors indicate beforehand, however, that the sinkhole is on the verge of destructive collapse. The fate of the subspace system and its arid third planet after the gravitational shear is artificially sealed is not yet known.

effects.

The largest of the pocket's three planets is a parched red desert. It appears to attract most of the doomed vessels sucked into the sinkhole, perhaps on account of its larger gravitational pull. The wreckage from crashed ships is strewn about the flat landscape; the plains stretch on as far as the eye can see. The planet's sky is generally a clear blue, with the oppressive sun beating down. The gravimetric shear is clearly visible as a kind of funnel, and objects entering subspace through it resemble shooting stars when seen from the surface as they hurtle down into the atmosphere.

The same distortion field that pulls ships down to the planet blocks virtually all communication between the surface and vessels outside the subspace pocket. All subspace signals and distress calls are bounced back from the field, although a specialized **multispatial probe** can be used to

relay **transporter**

and comm signals. The planet's environment is very inhospitable to humanoids. Those who brave the burning temperatures during the day are usually forced to wear some kind of protection from the sun, such as a scarf wrapped around the head. Water and vegetation of any kind are non-existent.

Spider species

The sole source of sustenance comes from a species of large arachnid that populates the desert. The 30-centimeter-long bodies of these brown creatures are divided into two circular sections, and they move around high off the ground on eight legs. They have a set of mandibles, but no apparent mouth. They do not seem to be frightened by sound or movement. These spiders are generally found within the clumps of rocks that provide the only consistent shade, although they can be forced out of hiding by a device that resembles

MAROONED SCAVENGERS

Brothers in arms

The bulk of the castaways trapped on the subspace pocket planet hail from an unnamed race that lives in close proximity to the gravimetric shear. The species is bipedal, with no hair and highly defined skeletal ridges on their faces. These sweep out from the face and form a crest that runs down the middle of the head. They wear dark crimson outfits, held together with belts and straps, and carry a kind of knife.

Marooned members of the race band together to prey on other survivors, scavenging what they can from their victims. These groups can comprise as few as two or as many as 13 looters. They are drawn to newly-crashed ships, coming in droves to plunder precious food or supplies. When attacking individuals, one generally provides a distraction while another leaps from behind to ambush the hapless victim.



▲ A large arachnid species provides the planet's inhabitants with their sole source of sustenance.

▶ The subspace pocket planet's terrible conditions have turned the main scavenger race into violent, amoral looters.





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

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OTHER GROUPS
AND RACES

THE ILARI

The Delta Quadrant race known as the Ilari have eschewed armed conflict for 200 years, but the return of the tyrant Tieran in 2373 threatens to drag this society into civil war.

During their journey across the **Delta Quadrant**, the crew of the **U.S.S. Voyager NCC-74656** encounters many varied

civilizations. In mid-2373, they come across the **Ilari**, a species similar to human beings in many ways, with a colorful society and history to match.

The Ilari homeworld has at least five moons, and is covered by blue oceans. These are separated by land masses that are divided into provinces such as **Yaro** and **Denar**, each ruled by viceroys, and the population of millions is spread throughout these.

The Ilari closely resemble human beings, but are distinguished by a pair of ridges down the center of the forehead. A small hole is on each side of the bridge of the nose, with another two between the eyebrows. Their anatomy also has much in common with the human body; the Ilari have one heart, and are susceptible to the **Vulcan nerve pinch**, although their biology is incompatible with standard **Federation** medication, and techniques such as cardiac induction are ineffective.

Ilari males and females wear their hair in elaborate styles, with a metal headpiece covering the crown and holding the hair in place. No civilians are encountered by the *Voyager* crew, but soldiers and guards wear black or gray

padded uniforms with straps across the chest. The ruling elite don more opulent black or crimson military-style clothing.

Advanced race

The Ilari have achieved numerous key technological advances. Their ships are warp capable and armed for combat, though they are not as powerful as *Voyager*. Individual Ilari are intrigued by that ship's **transporter** technology, and are eager to learn more about it.

The race also understands shield and sensor technology, and important Ilari locations such as the **Imperial Hall** are surrounded by a sophisticated detection grid. This system's only

deficiency is a maintenance cycle of 10 hours, during which it is vulnerable to a narrow band EM impulse for a few seconds.

The Ilari ruling hierarchy has been established for centuries. The planet's leader is known as the **Autarch**, a hereditary position, and the incumbent wears a metal talisman around their neck as the symbol of their authority. The Autarch can decide who is to fill such important roles as **First Castellan**.

Heavily guarded

The seat of the Autarch's power is the Imperial Hall, a rounded, castle-like structure built on top of a mountain. The council chamber located within is



▲ The Ilari council chamber is heavily guarded. The conference table dominates the room, surrounded by valuable and ancient artifacts from Ilari history.

a grand affair, with heavy metal doors, and tapestries draped across the walls.

Defense is clearly an issue. Guards in black uniforms and face masks stand watch in the corridors and chambers, armed with energy weapons. Control consoles governing elements such as security are also positioned in innocuous places, including the council chamber itself.

Ilari history is violent. Two centuries ago they were a

warlike people, ruled by the battlefield hero and brilliant military leader **Tieran**.

This period is described somewhat shamefully as a "difficult time" by subsequent generations.

When peace was finally established, Tieran began to treat his own subjects as enemies. In his paranoia, he saw everyone as a potential threat. The people rebelled and, led by an ancestor of the Autarch, laid siege to the Imperial Hall for over a

BATTLE OF MINDS

Tieran takes control

When the tyrannical Tieran places his consciousness into Kes she does her best to ward him off, giving him terrible headaches while he occupies her body. Tieran is determined to fight against Kes's strong mind, as he realizes he can manipulate her mental powers and strengthen his control over his followers. Tieran is eventually forced to flee Kes's body after she drives him to despair, and he takes possession of Ameron instead. Kes ultimately wins the battle between them by using a device that destroys Tieran.

▶ Tieran uses Kes's mental abilities to control his men when he takes over her body.



▶ Kes manages to remove Tieran from Ameron, using a device developed by the EMH.

Designation Ilari

Class M

Quadrant Delta

Inhabitants Humanoid

Government The planet is ruled by a hereditary Autarch, who has autonomy over his people.

Environment A planet bearing similarities to Earth, with continents and oceans.

Features The Ilari are a scientifically advanced civilization, although they lack transporter technology. They claim to be a peaceful race, despite the strong military presence surrounding their leading Autarch.

Starship log STAR TREK: VOYAGER: "Warlord"



GALAXY FACTS

▶ The Autarch assassinated in 2373 is a diplomat; he sometimes sends ambassadors to greet newly-arrived vessels.

▶ After Tieran takes control of the Imperial Hall, he replaces the tapestries with portraits of himself, to make it more like the days of his rule.

▼ The Autarch's son and heir, Demmas, is forced to flee from Tieran.



▶ The Ilari resemble humans, except for distinct ridges on their foreheads, and four extra nasal openings.

year. The city around it was burned to the ground, and Tieran was finally defeated and forced into exile.

Immortal warrior

The tyrant's time was not over, however: Tieran had channelled massive resources into ways of cheating death. He succeeded by pioneering another Ilari technological advance: a means of transferring consciousness

from one body to another.

He had embedded in his body a cortical implant that automatically operated at the moment of death, enhancing his neural pattern and sending it out through the peripheral nerves. **Bioelectric microfibers** implanted in his hands allowed him to pass his consciousness on through touch. His life force was only removed from the host body by **synaptic**

stimulator.

In this way, Tieran manages to survive two centuries in exile, plotting his revenge. In 2373, he takes over the body of the **Ocampan** girl **Kes** when he and two political extremist cohorts, **Nori** and **Adin**, are beamed aboard *Voyager* after their ship is heavily damaged. His host body dies of its injuries, but his consciousness passes to Kes in sickbay. He murders

the government representative transported aboard *Voyager* when they reach **Ilari**, and commandeers a shuttle to escape.

Formidable following

The unstable Tieran believes the autarchy was taken from him illegally, and he plans to reclaim it. He has 400 followers waiting to mount an assault on the Imperial Hall, and controls a number of warships.

The assassination of the reigning Autarch and Tieran's 'triumphant' return spark civil war on Ilari. The people return to bellicose ways long since abandoned, splitting into factions behind either Tieran

▼ Tieran's wife **Nori** is prepared to stand by him whatever lengths he goes to to reassert his power. In the end, she persuades him to transfer his consciousness to another body in order to escape capture by the U.S.S. *VOYAGER* team.



or **Demmas**, eldest son and rightful heir of the deposed Autarch. The tide of the conflict shifts toward Tieran, as he manages to recruit some of Demmas's less reliable allies, including his brother **Ameron**. The viceroys of the provinces negotiate for greater autonomy and power in exchange for their support, but it is clear that Tieran's influence is spreading across Ilari.

The return of Demmas, spearheading a fleet of 20 loyal ships puts an end to Tieran's brief return to power. His consciousness is finally expelled, and the planet is once more at peace, free from the oppressive hold of tyranny.



OTHER GROUPS
AND RACES



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 116

THE ILARI



▶ Using Kes's body, Tieran kills the Autarch and his guards in cold blood, before taking the talisman from the ruler, placing it round his own neck, and assuming his role as leader of the Ilari people.

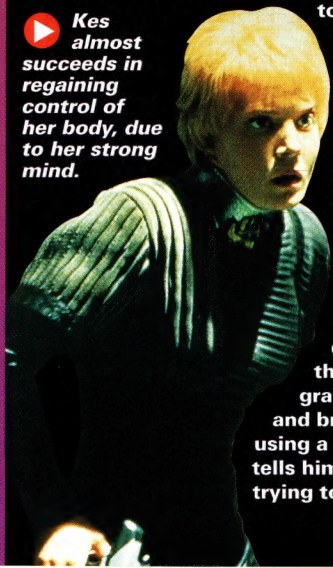


TUVOK'S MISSION

Vulcan involvement

Demmas, the Autarch's heir, enlists the help of the U.S.S. *Voyager* NCC-74656 crew in his fight against Tieran. Tuvok is sent on a mission to the Ilari planet

▶ Kes almost succeeds in regaining control of her body, due to her strong mind.



to rescue Kes, and remove Tieran's consciousness from the Ocampan using a device developed by the EMH. The plan fails, as Tieran, using his newly-gained psychic abilities, detects Tuvok's presence in the council chamber and takes him prisoner. The device fails to expel the tyrant, but the Vulcan manages to grab hold of Tieran/Kes and briefly access Kes's mind using a forced mind-meld. She tells him she is desperately trying to fight Tieran.

▼ Tom Paris joins the U.S.S. *VOYAGER* rescue team that frees Tuvok, and finally is able to destroy Tieran.



▶ Tuvok manages to communicate with Kes via a mind-meld.



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BAJORAN FIRE CAVES



The Fire Caves are a site of great spiritual significance and a certain amount of consternation for the Bajoran people. For centuries, these mysterious caverns have served as a prison in which the Prophets have incarcerated the evil Pah-wraiths.

The Bajorans are a highly spiritual people. Religion plays a key role in their lives, and many legends and myths have sprung up regarding their gods, the enigmatic Prophets who live in the Celestial Temple. Some of the most important of these legends center on a system of caverns and tunnels known as the Fire Caves. It is said that the caves are home to the malevolent Pah-wraiths, false Prophets who were cast out from the Celestial Temple in ages past and placed in crystal fire cages within the caves. They are forbidden to return

to the Celestial Temple – known to neighboring races as the Bajoran wormhole – lest they face the wrath of the true Prophets.

Many locals fear the caves and will not venture within. Their Cardassian oppressors found this highly amusing during the decades-long occupation of Bajor, but according to the last prefect of Bajor, Gul Dukat, they never found time to officially investigate the site. The legend of the home of the Pah-wraiths nevertheless reaches many non-Bajorans, among whom the caves are widely rumored to be haunted by supernatural beings. Jake Sisko, son of Starfleet's

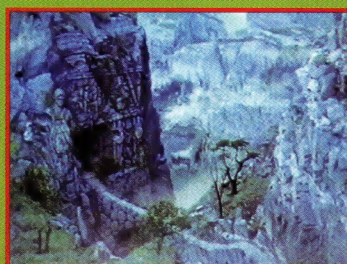
Captain Benjamin Sisko, is tempted to visit the caverns with his father in 2369, and quizzes botanist Keiko O'Brien about them four years later, when she returns from an expedition to inspect the fascinating fungi that grow there.

Unobtrusive

The cave structure seems unremarkable on first inspection. The entrance to the tunnels is large and squared off, and thus possibly manmade. Set high on the face of a bleak mountain in one of Bajor's more desolate areas, it is accessible only by a narrow rock path that divides the deep valley on

Door to hell

The entrance to the Fire Caves is set high above the ground in a barely accessible mountainside. The spiritual Bajorans stay well away from this prison in which their devils are incarcerated.



Final journey

Benjamin Sisko's path as Emissary of the Prophets ends in the legendary Fire Caves in 2375.

passages are a maze – it is said that one could wander through them for a lifetime without finding the exit – but it is possible to navigate them using technological devices. Captain Sisko makes his way through them with no prior local knowledge in 2375.

Ghostly light

In many places, the tunnels are large enough for two people to walk side by side. Again, they appear almost manmade, though the smooth ground and evenly hewn walls are most likely a product of the course of water through the

Sacred texts

The text of the Kosst Amojan holds the key to freeing the Pah-wraiths from the Fire Caves.

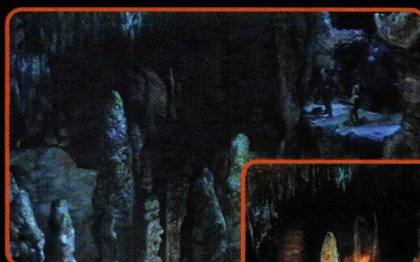


OLD HOMES FOR THE PAH-WRAITHS

Playing with fire

Kai Winn finds the heat and humidity of the Fire Caves oppressive, whereas Dukat finds the environment "invigorating." The conditions are similar to the steam baths so popular on the Cardassian's homeworld, and he finds it ironic that his people never discovered this during the occupation.

Once Winn and Dukat are inside the caves, an incantation from the Kosst Amojan summons flames from the depths of the vast interior canyon, a fire from which the Pah-wraiths take form. Possessing Dukat, they claim they will now burn across Bajor, the Celestial Temple, and the Alpha Quadrant, engulfing the universe in flames "burning brightly for all eternity".



Despite the heat, Winn and Dukat find only stalactites and stalagmites in the vast cavern at the center of the Fire Caves when they first arrive. The fires must be summoned.

Winn throws her vestments of office into the fire, renouncing her position as kai.



The flames appear as Winn reads from the sacred Kosst Amojan.

The Pah-wraith take form out of the mystical flames, and attack Winn.





The Guide to the STAR TREK Galaxy

FILE 10 CARD 19

BAJORAN FIRE CAVES



GALAXY FACTS

The Fire Caves are home to a kind of wasp that leaves its sting embedded in the skin of anyone foolish enough to swat at it.

Even before any flames are ignited, the Fire Caves are very hot. They are filled with steam, and have moisture dripping from the walls.

Starfleet Botanist Keiko O'Brien is possessed by a Pah-wraith during a visit to the Fire Caves in 2373, putting her family in danger.



The Pah-wraith is expelled from Keiko and appears as a cloud of white steam.

Dukat is poisoned by Kai Winn as a "worthy sacrifice" to the Pah-wraiths. The spirits then possess and reanimate his body.



The mystical fire swirls around the caves' stalagmites.

mountain in ancient times. There is more than enough light for the naked eye to see by, indicating that either the passages are open to the outside of the mountain, or a natural form of phosphorescence is present in the stone. One of the many tunnels opens onto a ledge above a vast, impressive cavern that appears to be at the heart of the mountain. This place is the home of the Pah-wraiths. Gigantic stalactites and stalagmites are seen, sometimes bunched together to form smaller antechambers on the cave floor. As with the tunnels, even the deepest nooks are illuminated by a cold light of unknown origin.

Ignorant visitors are puzzled by the title given to these caves, and expect to see a fire raging within. Many no doubt believe "Fire

Caves' to be a romantic description, but the truth is that an incantation from the dreaded text of the **Kosst Amojan** can indeed ignite flames – the physical representation of the fallen Pah-wraiths. The incantation reads: "**Lano ka'la bo'shar lanu no'vala, pahrom carana mokado ba'jah. Ko'se nusso ma'kora kajani ... lano ka'la Kosst Amojan.**"

Escape routes

The speaking of this script creates sparks that dance around in the center of the cathedralesque chamber before combining to form a vast, expanding sheet of flame. The fire licks the walls of the cavern and fills it to the furthest corners, giving off tremendous heat. The individual manifestations of the Pah-wraiths sweep

around within it.

In late 2375, the Pah-wraiths are almost freed from their captivity by Dukat, now converted to their cause and acting as their agent, and the misguided **Kai Winn Adami**. The unlikely pair plan to bring about the prophesied **Restoration** – the triumphant release of the Pah-wraiths, who promise to destroy the Prophets and return Bajor to a golden age. They intend to "burn" across Bajor, the Celestial Temple, and eventually the entire **Alpha Quadrant**, bringing malevolence and chaos to the Galaxy.

The Pah-wraiths show a limited facility to escape the confines of their fire cages before this moment of truth. Two years previously, one of the fallen Prophets possesses Keiko O'Brien

during her five-day botanical sojourn in the caves, and returns to **Deep Space Nine** in her body. It is determined to wreak vengeance on the Prophets, and almost succeeds by coercing **Chief Miles O'Brien** into setting up a **chroniton particle beam** aimed at the wormhole. The Pah-wraith falls victim to the beam instead.

Escape routes

Following Winn's reading from the **Kosst Amojan** and her devious poisoning of Dukat, the Pah-wraiths are able to possess and reanimate the Cardassian's cadaver to act as their emissary. The Fire Caves become the setting for a dramatic final showdown between Dukat and his

opposite number: Benjamin Sisko, the **Emissary of the Prophets**. These champions of good and evil confront each other on the ledge above the burning cavern, and their battle sends them tumbling over the edge into the fire.

Through this action, the Pah-wraiths are confined forever to their prison in the Fire Caves. Dukat is destined to stay with them for all time, while Sisko finds himself among the Prophets. With the vaporization of Kai Winn, there is no evidence left to suggest that the Fire Caves are anything other than an empty system of caverns and passages. The legends of the Bajorans, however, will doubtless continue to tell otherwise.

CONFINED FOR ETERNITY

Previous prisons

The Bajoran Fire Caves are not the only prison in which the Pah-wraiths have been incarcerated over the years. Others include small artifacts such as a 30000-year-old tablet buried deep beneath the surface of Bajor for centuries, and a figurine that fell into Cardassian possession during the occupation. In both instances, the Pah-wraiths are freed from their prisons when the artifacts are broken and are then able to possess humanoid hosts. Sisko is compelled to destroy the tablet, while Dukat deliberately smashes the figurine as he hopes that doing so will help him to gain revenge on the Emissary and Bajor.



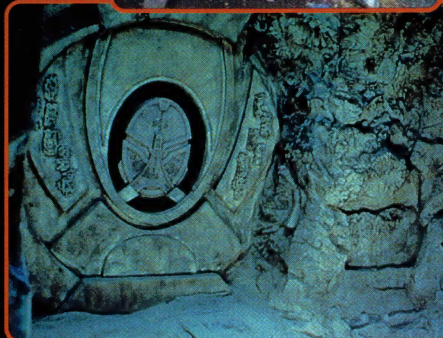
Dukat gains possession of an ancient figurine in which a Pah-wraith is confined.



The Pah-wraith appears as wisp of orange flame, next to the blue flame of a Prophet.

When Dukat smashes the figurine, a fiery Pah-wraith is released.

An archeological dig on Bajor uncovers an ancient tablet, which mentions the Emissary. Sisko takes it back to DEEP SPACE NINE, where he feels compelled to smash it, releasing the spirits within.





SHIP:

U.S.S. VOYAGER NCC-74656

LOCATION:

VARIOUS DECKS

SYSTEM:

ANCILLARY SYSTEMS

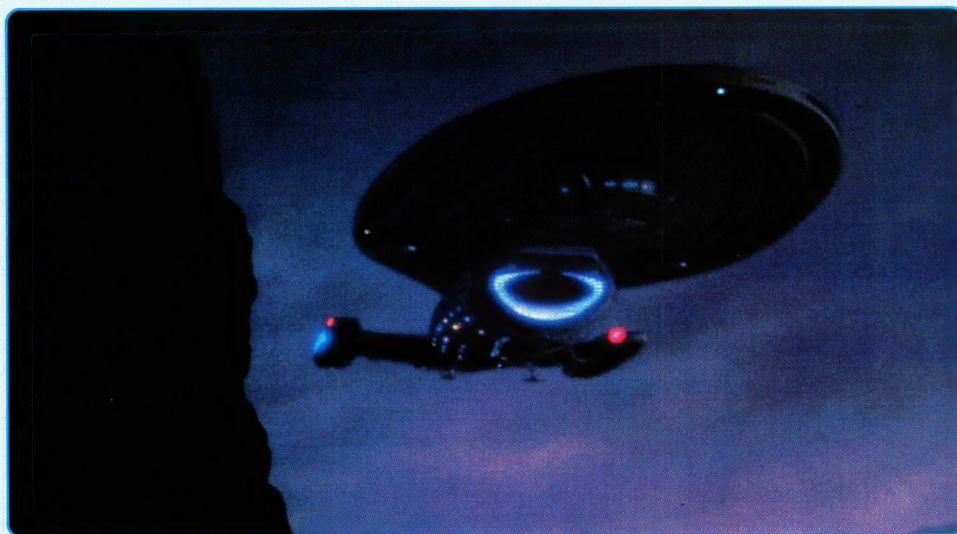
The technological excellence of the systems aboard the *U.S.S. Voyager NCC-74656* have helped the starship survive its perilous journey through the Delta Quadrant.

The *Intrepid*-class *U.S.S. Voyager NCC-74656* represents the latest technological innovations when launched in 2371, incorporating state-of-the-art warp drive technology and computer systems. Designed for long-range scientific exploration, *Voyager* also boasts some of the most effective backup and redundancy features built into its ancillary systems. These systems are vital in the continued successful operation of any starship, and while they may not be as high-profile as the major systems, their efficient operation has assisted considerably in guiding *Voyager* through its journey across the Delta Quadrant.

Access all areas

In common with starship designs over the last two centuries, *Intrepid*-class vessels have an extensive series of interconnecting crawlways and access tunnels referred to as **Jefferies tubes**. The Jefferies tube network runs to more than 80 separate corridors, allowing access to all of the internal systems of the ship. **Electroplasma system power conduits**, computer network connections, and environmental systems, are deliberately routed along these vertical and horizontal shafts, and there is enough room within them to allow long-term work to be carried out. In cases of emergency, the Jefferies tubes have been used to evacuate damaged areas, and even to hide from occupying forces, such as the **Seska-led Kazon** occupation of *Voyager* in 2372.

The electroplasma system, or EPS, networks



▲ **INTREPID-class starships, such as the U.S.S. VOYAGER NCC-74656, have one unique feature that sets them apart from other Federation vessels: the ability to descend into a planetary atmosphere and land on the surface of an alien world. The ship rests on four landing struts, and supports its mass with the aid of a Structural Integrity Field.**

to all areas of the vessel directly from Main Engineering on Deck 11, through a series of EPS conduits feeding power directly to the control systems across the ship through the generated power grid. In keeping with all starship designs, there are multiple redundant back-up systems for both the transfer of power and the generation of it, although it should be noted that the breakdown of a secondary power conduit can severely affect the function of its entire system. This is demonstrated when **Lon Suder** disables the **secondary phaser couplings** during the Kazon occupation.

The entire EPS system undergoes extensive power conservation modification under the instruction of the **Enarans**, with the addition of **Borg** technology to enhance key power couplings in 2374.

There are specialized networks delivering specific kinds of energy to two of the most vital ancillary systems, the **Structural Integrity Field (SIF)** and **Inertial Damping Field (IDF)**. Both of

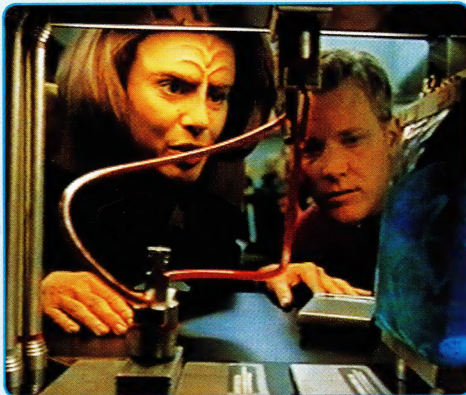
these systems are of particular note on *Voyager* because of the *Intrepid*-class vessel's ability to land on a planet's surface. The Structural Integrity Field is an electromagnetic energy barrier which reinforces the physical hull of the vessel and absorbs the enormous strains generated on the infrastructure when accelerating and decelerating. In keeping with previous designs, extra power can be diverted to the SIF in times of additional stress. Landing the *Intrepid*-class ship creates such stresses, and the SIF has to be extremely flexible in order to cope with the constantly changing forces as *Voyager* makes its way through the atmosphere of a planet and finally lands.

Steady as she goes

During normal or warp flight, the Inertial Damping Field creates a counterbalancing amount of stress on the crew, in order to prevent them from being instantly crushed during acceleration and deceleration. During



▲ **The Structural Integrity Field helps to maintain VOYAGER's hull when it is subjected to extreme stresses, such as when the vessel approaches a star to shake free alien boarders in 2374.**



▲ **Many of the ancillary systems aboard VOYAGER are concealed behind panels and bulkheads in the corridors, and inside Jefferies tubes that run throughout the entire ship.**



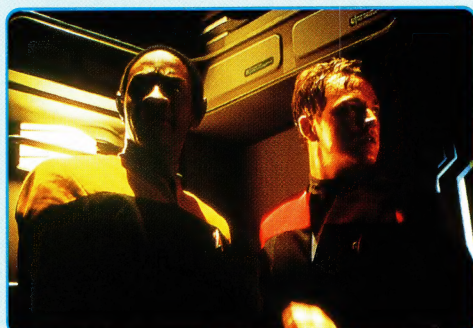
▲ **Use of the replicators aboard VOYAGER is restricted due to concerns over power consumption. The ship's personnel are allocated replicator rations which it is then up to them how they use.**



FILE 29 U.S.S. VOYAGER NCC-74656



▲ The Jefferies tubes aboard the U.S.S. VOYAGER NCC-74656 provide ample room to repair or monitor systems.



▲ The vertical junctions of the Jefferies tubes are well lit, and feature secure ladders to other decks.

heavy attacks, the IDF can be temporarily unbalanced, often resulting in the vessel shaking violently with the impact, but the strength and flexibility of this system reduces any potentially dangerous forces to a minimum. On the approach to landing, *Voyager's* IDF is initially increased to maximum in order to cope with the huge gravitational stresses added to the motion forces. Once the vessel touches down, the IDF can be reduced to match the gravitational conditions of a planet or even taken

offline as the forces of motion generated in space travel are not present. Due to *Voyager's* unique ability to take off and land, both the IDF and SIF systems carry specific enhancements to aid this process.

One of the biggest changes in ancillary systems comes in *Voyager's* computer system, which incorporates **bioneural** circuitry and **optronic data cores** not found in the **Optical Data Network** systems of *Galaxy*-class and *Defiant*-class vessels. Consisting of a number of gel packs containing bioneural cells, these separate units have increased processing speed and command response time, although they are prone to viral infections which can seriously degrade their performance. The ODN network runs from the primary and auxiliary computer cores around the ship via a series of easily accessible trunks, as does the network supplying the **replicators** aboard *Voyager*.

Necessary systems

Replicators are one of the vital ancillary systems aboard the ship – its journey through the **Delta Quadrant** has none of the certainties of navigating known territory, and on many occasions the only food available is through the replicators. Rations are introduced when power consumption is at a premium, and **Neelix** attempts to supplement the system with as much grown food as he can find.

Voyager is designed around regular maintenance of its systems and periodic replacement of consumable materials. The **Starfleet** vessel finds little opportunity to dock at a friendly station in order to carry out extensive work, but it is still equipped with a variety of external connect hard points, consumable ports, and air-locks. The main port and starboard docking ports are located forward on Deck 8, while the underside of Deck 15 is designed to allow transfer of deuterium and



▲ VOYAGER uses bioneural circuitry to increase the speed at which it can process data from consoles such as the helm.



▲ Many of the ancillary systems aboard VOYAGER can be operated from the workstations in Main Engineering.

antimatter into the storage tanks on Decks 12 and 15.

Intrepid-class vessels are also equipped with a **Reaction Control System** used for docking or station-keeping, as well as a series of low-powered tractor beams for delicate maneuvering. Along with its sophisticated sensors, deflector controls, and environmental system (based on Deck 12), *Voyager's* ancillary systems continue to function effectively and efficiently.

DRY DOCK

Final construction

The *Intrepid*-class U.S.S. *Voyager* NCC-74656 is completed in 2371, prior to its first mission to the Badlands in search of Chakotay's missing Maquis vessel. Captain Kathryn Janeway boards her vessel shortly before launch, and is met by her old friend, Admiral Patterson, in the transporter room. As he leads her through the corridors of the new starship, various construction personnel are to be found working within the interior, putting the final touches to the components contained therein; some wear Starfleet coveralls and use laser welders to work on open panels in the wall, an operation which Patterson refers to as clearing the "sawdust." Even the bridge is a hive of activity; Janeway's first sight of her command post includes a view of open consoles and more harried construction personnel.



▲ VOYAGER undergoes final testing while it is contained within a drydock at Starfleet's UTOPIA PLANITIA FLEET YARDS. The starship is launched from here in 2371, and proceeds to DEEP SPACE NINE in anticipation of its first mission, into the Badlands near Bajor.

TYPE:

CONSTELLATION-CLASS STARSHIPS

SYSTEM:

VESSELS

BRIEFING:

CONSTELLATION-CLASS FLEET LISTINGS

Constellation-class starships such as the *U.S.S. Hathaway NCC-2593* are used by the *Federation* as early as the 2280's, and are still viable nearly a century later. The vessels are similar in size to *Constitution*-class vessels.

The most noticeable feature of the *Constellation* class is the presence of four **warp nacelles**, rather than the usual two. The extra nacelles make these vessels particularly well suited to long-term deep space exploration missions and border patrol duties.

Constellation-class starships have **Avidyne** impulse engines, fusion reactors, and a top speed of **warp 9**. They are also equipped with

a large shuttlebay, located at the front of the ship, and a sensor dome situated underneath the **saucer section**.

This class of starship has the full complement of *Starfleet* weaponry, including **photon torpedoes** and **phasers**. The vessels are capable of firing six photon torpedoes in a single spread, and are further protected by strong defensive shielding.



▲ *CONSTELLATION*-class ships are easily distinguished by their two extra warp nacelles, raised above the saucer section.

U.S.S. CONSTELLATION

The *U.S.S. Constellation NCC-1974* is recorded in action in 2371, when it is sent to *Deep Space Nine* to retrieve an abandoned

Jem'Hadar baby, which rapidly grows into a warrior that is programmed to kill. The *Constellation* safely transports the Jem'Hadar back to



▲ The abandoned Jem'Hadar child which the *U.S.S. CONSTELLATION NCC-1974* is sent to *DEEP SPACE NINE* to retrieve appears to be a normal infant, but ultimately he cannot break free from his genetic destiny or his killer instincts.

Starbase 201.

In 2379, the *Constellation*, along with the *U.S.S. Defiant NX-74205*, is sent to search for survivors from the destroyed *U.S.S. Honshu*. Among the survivors awaiting rescue are **Captain Benjamin Sisko** and the **Cardassian Gul Dukat**.

Ship's registry: *NCC-1974*

Named for: No particular tribute

Starship Log: 'The Abandoned', 'Waltz' [DS9]



▲ The *U.S.S. CONSTELLATION NCC-1974* rescues Captain Sisko from the clutches of the increasingly insane Dukat.

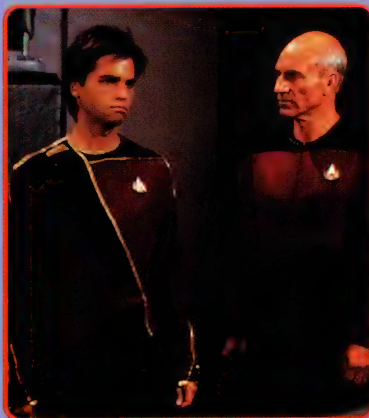
U.S.S. GETTYSBURG

The *U.S.S. Gettysburg NCC-3890* was the last ship commanded by **Captain Mark Jameson** prior to his promotion to admiral. Jameson once provided weapons in exchange for the release of *Federation* hostages on *Mordan IV*.

Ship's registry: *NCC-3890*

Named for: An ancient American civil war battle.

Starship Log: 'Too Short a Season' [TNG]



▲ **Mark Jameson** commanded the *U.S.S. GETTYSBURG* for the early part of his *Starfleet* career. His exemplary service record is tarnished when **Captain Picard** discovers that the now rejuvenated officer once violated the **Prime Directive**.

U.S.S. HATHAWAY

Built by **Yoyodyne Propulsion Systems** at the *Copernicus Ship Yards* on *Luna*, the *U.S.S. Hathaway NCC-2593* is launched in 2285. After many years of service, the *Hathaway* is decommissioned and abandoned in the **Braslota system**. It later returns to service under the temporary command of **Commander William Riker** in 2365, when the *Hathaway* is used to teach *Starfleet* personnel how to overcome

a severe tactical disadvantage when facing a superior ship. The subsequent battle simulation, supervised by master strategist **Sirna Kolrami**, proves that a ship is only as good as the crew that commands it.

Ship's registry: *NCC-2593*

Named for: Anne Hathaway, wife of poet and playwright William Shakespeare.

Starship Log: 'Peak Performance' [TNG]



▲ **William Riker** commands the *U.S.S. HATHAWAY* in a *Starfleet* battle simulation.



▲ The 80-year-old *U.S.S. HATHAWAY* survives battle tests thanks to **Riker's** skill.



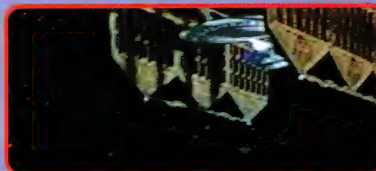
CONSTELLATION-CLASS STARSHIPS

U.S.S. MAGELLAN

Under the command of **Captain Conklin**, the crew of the **U.S.S. Magellan NCC-3069** visit **Arkaria Base**. In 2369, **Captain Jean-Luc Picard** of the **U.S.S. Enterprise NCC-1701-D** learns from **Commander Calvin Hutchinson** that Conklin gave a moving poetry reading during his time on the base.

Ship's registry: NCC-3069
Named for: Ancient Earth explorer Ferdinand Magellan.
Starship Log: 'Starship Mine' [TNG]
 Like the **CONSTELLATION-class U.S.S. MAGELLAN NCC-3069**, the **U.S.S. ENTERPRISE NCC-1701-D**, has undergone a baryon sweep at the Remmler Array.

Commander Calvin Hutchinson of **ARKARIA BASE** has fond memories of a poetry reading given by **Captain Conklin** of the **U.S.S. Magellan NCC-3069**.



U.S.S. STARGAZER

When **Jean-Luc Picard** takes command of the **U.S.S. Stargazer NCC-2893** in 2333, at the tender age of 28, following the death of the vessel's previous captain, he becomes the youngest captain in **Starfleet**. Picard is captain of the *Stargazer* until 2355, and during this time the starship plays a vital role in deep space exploration, encountering many new races. Not all its meetings are friendly, however, and an incident that occurs while traveling through the **Maxia Zeta system** causes Picard to abandon ship along with his crew. It is later learned that the *Stargazer* was fired upon by a **Ferengi Marauder**, which Picard destroyed. Nine

years after this clash, the Starfleet captain is presented with the remains of the *Stargazer* by a vengeful **DaiMon Bok**, who accuses Picard of murdering his son, the commander of the destroyed Ferengi ship. Picard proves his innocence, and the *Stargazer* is then towed back to **Xendi Starbase 9**, where it still remains, untouched by the hand of Starfleet to this day.

Ship's registry: NCC-2893
Named for: No particular tribute.
Starship Log: 'The Battle', 'Measure of a Man', 'Tapestry' [TNG]



The **U.S.S. STARGAZER** is crippled in a battle with the **Ferengi** in 2355, and is assumed destroyed, until **DaiMon Bok** returns it to **Jean-Luc Picard** in 2364 as part of a plan to discredit the captain.



During a confrontation with **DaiMon Bok** in 2364, **Captain Picard** reuses the **Picard Maneuver** in order to trick the **Ferengi** into thinking that a vision of the **U.S.S. STARGAZER** is the actual vessel.

When revisiting the **Picard Maneuver**, **Captain Picard** sees images of the **U.S.S. STARGAZER** crew from 2355, the year he first devised this classic battle strategy during the **Battle of Maxia**. Then, as now, he succeeds in fooling the enemy into seeing two ships.



U.S.S. VICTORY

Under the command of **Captain Zimbata**, the **U.S.S. Victory NCC-9754** is sent to the **Class-M** planet **Tarchannen III** in 2362 to investigate the disappearance of 49 people from a **Federation** outpost. Before being posted to the **U.S.S. Enterprise NCC-1701-D**, **Geordi La Forge** served as an ensign aboard the *Victory*, and was among the five crew members who were infected with an alien DNA strand while conducting an away team investigation into the **Tarchannen III** mystery. It is later learned that the alien DNA causes a transformation in the host body, turning the victim into a reptilian humanoid. **Dr. Beverly Crusher** saves **La Forge**, and one other member of the *Victory* away team, before the transformation is completed.

Ship's registry: NCC-9754
Named for: Lord Horatio Nelson's flagship.
Starship Log: 'Elementary, Dear Data', 'Identity Crisis' [TNG]



Geordi La Forge uses an away team sensor log from the **U.S.S. VICTORY** to recreate the **Tarchannen III** mission on a **U.S.S. ENTERPRISE** holodeck. This helps him to unravel the mystery of his former colleagues' subsequent unusual behavior.



Susanna Leijten served alongside **Geordi La Forge** on the **U.S.S. VICTORY NCC-9754**. In 2367 the two are reunited when they are compelled to return to **Tarchannen III** – a planet they previously visited in 2362. They discover that an alien DNA had infected them during their visit five years previously.



STARFLEET ACADEMY

STARFLEET DEPARTMENTS

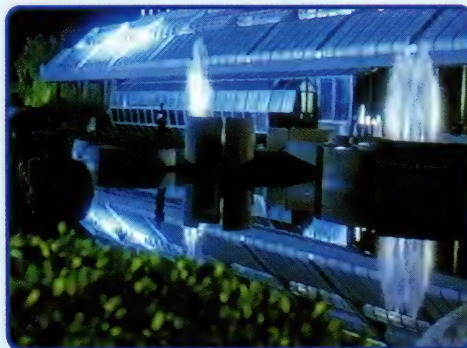
DEPARTMENTAL STRUCTURE

The officers of **Starfleet** are best known for their deep space exploratory missions, but their work is supported by many other divisions.

Starfleet functions primarily as the defensive and exploratory arm of the **Federation**. Created under the auspices of the **Articles of the United Federation of Planets** in 2161, it is a vast organization with thousands of beings working within it. Starfleet comprises many departments and divisions, some closely linked to one another, while others are semi-autonomous. It is regulated and governed by **Starfleet Command**, the supreme authority of the force directly under the control of the **Federation President**. The most powerful branch of Starfleet's internal divisions, Starfleet Command, grew from the **United Earth Space Probe Agency** (UESPA) after the ratification of the Federation to become the overseer of all Starfleet operations throughout the Galaxy.

Starfleet duties

It is the task of Starfleet Command to determine the directions and orders sent out to each and every serving member of Starfleet, from the captains of starships down to the most humble enlisted man. Simply put, Starfleet Command is the direct instrument of policy for the Federation government, translating



▲ **Starfleet Academy on Earth** houses extensive quarters and recreational facilities for the next generation of Starfleet officers.

the political orders of the president and the **Federation Council** into action. As a physical entity, Starfleet Command is spread throughout the Starfleet structure, but its nexus is at **Starfleet Headquarters**, a complex located on planet Earth in the Sol system, in the city of San Francisco. This base is also home to another major department – **Starfleet Academy**. Its campus houses the primary teaching and training facilities for cadets who hope to complete the four-year course necessary to become Federation officers.

Numerous departments within the structure of Starfleet perform specific operations and tasks related to the running of the organization. Starfleet's remit includes a multiplicity of functions, including the defense of Federation worlds, borders, and interests, scientific and exploratory missions, rescue and relief



▲ **Until his resignation in 2372, Admiral Leyton** is chief of Starfleet operations, with a spacious office based at **Starfleet Headquarters in San Francisco**.

operations, and maintenance of interplanetary relations. Divisions within Starfleet Command, often led by a member of the admiralty, will handle specific administration; typically, an admiral will serve as commandant of Starfleet Academy, while a higher-ranked fleet admiral handles supervisory duties, such as the oversight of starship and fleet operations, or starbase and space station duties.

Multifaceted organization

Under this operational command, admirals are often assigned a given sector of space, or theater of operations to govern; for example, during the late 2360's **Vice-Admiral Alynna Nechayev** frequently administrates operations which include the crew of the **U.S.S.**

Enterprise NCC-1701-D. Other divisions may handle concerns that fall outside the common

STARFLEET FACILITIES

Help at hand

Starfleet's main base remains on Earth, although it has now spread its wings throughout the Alpha Quadrant. There are over 500 Starfleet strategic, scientific, command, service, and supply posts located across Federation space and beyond, helping Federation members and Galactic explorers to fulfill their duties. A system of starbases and space stations supports Federation starships, providing repairs, system upgrades, supplies, and even urgent medical attention. In 2365, Captain Jean-Luc Picard travels from **U.S.S. ENTERPRISE NCC-1701-D** to **STARBASE 515** for urgent heart surgery.



▲ **Starfleet bases, such as Starbase 515 in the Scylla Sector**, are widespread. They ensure that Federation members are never too far away from vital facilities.

▶ **Earth Station McKinley** is a large construction and repair facility in Earth's orbit, able to service ships as large as **GALAXY-class** vessels.



▼ **Starfleet Headquarters on Earth** houses some of the largest Starfleet facilities, including enormous docking bays for shuttles and planet-based transports.





▲ Vice-Admiral Alynna Nechayev is responsible for the deployment of starships such as the U.S.S. ENTERPRISE NCC-1701-D in the late 2360's.



▲ Superintendents, such as Admiral Brand, are responsible for presiding over investigations at Starfleet Academy, and often enlist the help of colleagues.



▲ Starfleet's Theoretical Propulsion Group is based at the UTOPIA PLANITIA FLEET YARDS. They develop the latest methods of propulsion for the fleet's ships.



▲ Dr. Lewis Zimmerman carries out detailed studies into holographic technologies at JUPITER STATION, which orbits the largest planet of the Sol system.

patrol and defense tasks of Starfleet forces, such as projects to locate and set up new colony worlds. Certain divisions in Starfleet will address purely military issues of tactics, defense and combat doctrine, while others are concerned only with scientific endeavor and the exploration of space. Also, although interspecies relations are primarily the concern of the civilian government of the Federation, Starfleet has departments staffed with specialists who are trained in diplomatic protocols and **first contact** procedures.

Some sections of Starfleet have a greater

degree of freedom and autonomy within the organization than others; this is quite often due to the wide-ranging nature of the given division's work. The **Starfleet News Service** covers events of note within the Starfleet organization and broadcasts them to the entire fleet, and frequently has officers who serve as correspondents alongside their regular duties.

Dedicated teams

The **Starfleet Corps of Engineers** travels far and wide across the Federation, performing engineering operations that are often too complex to manage locally, such as the excavation of the **Genesis Cave** on the **Regula** planetoid. The corps also works on dedicated Starfleet projects such as the construction of prototype vessels and the management of Starfleet's dry docks and ship yards at San Francisco, **Earth Station McKinley**, **Utopia Planitia**, **Antares**, and elsewhere. **Starfleet Medical** also operates in a separate capacity, with planet-based clinics and orbital hospital facilities such as **Starbase 515** under its direct administration and control, along with dedicated medical vessels such as the **Olympic**-class starships that serve as couriers and mobile hospitals. Starfleet Medical also operates its own branch of Starfleet Academy in order to train future Starfleet doctors in all fields of



▲ Damaged or outdated starships can undergo thorough refits at one of the massive starbases which are located throughout Federation space.

interstellar medicine.

Not all divisions of Starfleet fulfill so benevolent a role, however; the **Internal Affairs Department** acts as a watchdog over all Starfleet officers and personnel, maintaining a lookout for any misconduct within the organization. If Internal Affairs does come across an event that bears investigation, the office of the **Judge Advocate General** – another division of Starfleet – may also be called in. The JAG acts as Starfleet's own legal department, handling all matters of law within the force as well as those in relation to the greater Federation. JAG administrates many kinds of tribunals and legal hearings, from disciplinary meetings to court-martials. **Starfleet Intelligence** is the Federation's covert arm, dedicated to the collection and collation of information on enemy threats.

By necessity, this division keeps itself out of the spotlight, as it conducts secret operations and missions inside and outside Federation space. It is responsible for maintaining the internal security of the United Federation of Planets, with visible policies such as the blood screenings used to detect Changeling spies during the **Dominion war**, and more covert operations such as missions to infiltrate the criminal **Orion Syndicate**. Starfleet Intelligence is also suspected of being partially responsible for a group known only as **Section 31**; information on the group is very vague, but it appears that Section 31 is an enigmatic and possibly extralegal unit dedicated to the detection, isolation, and eradication of extreme threats to the Federation. This group was apparently established under the original Starfleet charter of 2161, although any suspicion of its existence is unsubstantiated.



▲ The UTOPIA PLANITIA FLEET YARDS, which maintains a geosynchronous orbit above the planet Mars, is one of Starfleet's most extensive ship-building facilities. Many prestigious vessels have been built here, including the U.S.S. ENTERPRISE NCC-1701-D and the U.S.S. VOYAGER NCC-74656.

FILE 36 THE CARDASSIAN FLEET

The Vetar

The **Vetar** is one of the **Cardassian** fleet's powerful **Galor**-class vessels. Under the command of the seasoned **Gul Evek**, it often goes into battle against the **Maquis** terrorist cells plaguing the union from 2370.

The **Cardassian Union** has a long history of conflict, and is well versed in the arts of war. Its ships are some of the most powerful in the **Alpha Quadrant**, and the **Galor**-class **Vetar** is no exception.

The **Galor**-class consists of a large, chunky design with a brown-colored hull. It has a broad, deep mid-section, with curved fins sweeping out and back from the bow. These do not separate from the hull at any point, unlike the **warp nacelles** on **Federation** starships, and this adds to the bulky appearance of the mid-section.

The hull tapers toward its stern, ending in a rounded point. Attached to the top of the stern is a 'tail'. At the other end of the ship, the angular flight deck protrudes starkly from the bow. The design's general impression is of a sleek bird of prey.

Maquis menace

The **Vetar** is commanded by **Gul Evek**, a shrewd veteran **Cardassian** officer. He and his vessel are sent on some of the most important missions of 2370 and 2371, many of them involving the **Maquis**. These rebel Federation citizens have taken up arms to protect their homeworlds – placed on the 'wrong' side of the border by the freshly-signed treaty – from **Cardassian** aggression.

The first such mission brings the **Vetar** and its crew to **Dorvan V** in 2370. Evek intends to complete a preliminary survey of the buildings and equipment being left behind by the departing **Native American** colonists, but the indignant settlers refuse to leave their home. The presence of the **Cardassians** only serves to inflame the situation.

On this assignment, **Glinn Telak** is Evek's

second-in-command. He stands by on the bridge of the **Vetar**, awaiting the outcome of negotiations between Evek and **Captain Jean-Luc Picard**. The ship's weapons and transporters are powered up when the **Dorvan V** colonists take matters into their own hands and capture enemy soldiers patrolling their village.

The typical **Cardassian** answer to this situation would be to prepare an armed rescue squad and occupy the village. Evek tells **Telak** and the **Vetar** to stand down, however, and chooses to negotiate a settlement that places the **Dorvan V** settlers under **Cardassian** jurisdiction. Even with a powerful arsenal at his command, Evek exercises restraint.

This restraint is not shared by the **Maquis**. Some months later, the **Vetar** comes under attack from half a dozen smaller, more maneuverable **Maquis Fighters**. They have been equipped with **photon torpedo launchers** and powerful **Class-8 phasers**.

The **Vetar** has its own impressive armaments array, including numerous **phaser** emitters placed around the hull, but the surprise attack takes a heavy toll. A plasma fire burns on the upper part of the forward hull, and the ship's shields are down to 30 percent.

The intercession of the **U.S.S. Enterprise NCC-1701-D** saves the day for the **Vetar**. Captain **Picard** issues an order to the **Maquis** ships to stand down, but they ignore him and regroup for a final attack run. A torpedo spread from the **Federation** starship is launched and detonated between the **Maquis** vessels and the **Vetar**, coercing the raiders to break off.

The **Vetar** crew suffers a number of casualties. These are transported to the **Enterprise** sickbay and tended by **Dr. Beverly**



The commander of the **VETAR**, **Gul Evek**, is willing to negotiate with **Captain Jean-Luc Picard** over the problem of **Federation** settlers refusing to leave **Dorvan V**.

Crusher, indicating that either the **Vetar** has no medical facilities or personnel aboard, or that these were lost during the attack.

The assault on the **Vetar** is one of the first indications that the **Maquis** are more than just a nuisance. From this point on, the **Cardassian Union** makes the stamping out of the rebel colonists a priority.

Final blow

The **Vetar**'s next encounter with a **Maquis** vessel comes in early 2371. **Gul Evek** pursues **Chakotay**'s ship all the way to the **Badlands**, an area of space infamous for its plasma storm activity. The **Vetar** heavily outguns the smaller vessel, which is powered by a 39-year-old rebuilt engine, but **Chakotay** and his crew – including **Tuvok** and **B'Elanna Torres** – manage to land some hits on the **Cardassian** ship.

The running fire fight ends when the **Maquis** vessel enters the **Badlands**, but Evek refuses to let his prey go. The **Vetar** follows the smaller ship in, but is too unwieldy to successfully navigate the storms. One of the plasma streams makes contact with the port blade, and the **Galor**-class ship careens out of control.

The **Vetar** is seriously damaged, and Evek sends out a distress call on all **Cardassian** frequencies. The ship may have been spared a more disturbing fate, however – for **Chakotay**'s ship is pulled 70000 light years across space by the entity known as the **Caretaker** shortly after.



The **VETAR** is a large vessel, overshadowing a small **Maquis** ship and carrying far greater fire power.



The **VETAR** receives its final blow in 2371, when it is crippled by a plasma stream in the **Badlands**.



The **GALOR**-class warship has a formidable weapons array, including disruptors and photon torpedoes.

The Vetar

Gul Evrek's ship is involved in several run-ins with the Maquis, but despite its strong defenses never gains the upper hand.

TOP VIEW

Part of the hull deck is topped by a structure that adds to the warship's symmetrical design.

The dorsal side of the vessel has two decks in the main hull section, surrounded by windows.

GALOR-CLASS SHIPS

In service: 2360's to 2370's

Remarks: The **Galor** class has proved to be a reliable and efficient **Cardassian** warship. Its size and weaponry make it a formidable opponent.

A single deck forms a raised section. As with many features on GALOR-class warships the design is modelled on the symbol of the Cardassian Union.

The main hull section makes up a large portion of the ship's 431m length.

The main bridge is situated right at the front of the vessel, offering a panoramic view of space through its windows.

The ship is flanked by intricate engineering designs along its hull.

SIDE VIEW



▶ The **VETAR** pursues a Maquis ship into the Badlands, but is lost when it is struck by a plasma bolt.

FILE 50 CARDASSIAN PERSONNEL

Aamin Marritza

A peaceful man driven to desperation by the atrocities of war, Aamin Marritza devises a scheme to force the Cardassian people to atone for their misdeeds.

Aamin Marritza's greatest hope during the early years of his life was that somehow he might avoid the military service that was expected of all Cardassian males of his generation. A gentle and peaceful soul, unlike others of his race, he dreaded the possibility of combat. When he was selected for service, he was relieved to be assigned to the records section, where his meticulous approach earned him respect. His relief was short-lived, however, when he learned that he was being transferred to the forced labor camp at Gallitep.

Catalogue of suffering

Marritza's service at Gallitep was exemplary; in 14 years' duty, he never mislaid a record, and he received numerous commendations from his superior officer, **Gul Darhe'el**, for his organizational skills. To all outward appearances, Marritza was the perfect clerical officer, unruffled and efficient, but inwardly he was tormented by guilt at the horrors inflicted upon

the Bajoran inmates of Gallitep. The camp's regime, one of the most brutal under Cardassian command, included such atrocities as mothers being raped in front of their families, men being beaten so badly that their wives no longer recognized them, and older people being buried alive when they could no longer work. Starvation and degradation were a daily fact of life for the people interned there. At night, Marritza would cover his ears and hide under his bunk, weeping and trying to block out the screams for mercy which he dared not heed.

Burden of guilt

Marritza despised himself for his cowardice, but knew his life would be forfeit if he spoke out against the atrocities. He struggled on, carrying his burden of guilt. He was present at Gallitep when a mining accident caused him to be infected with the rare **Kalla-Nohra Syndrome**, a disease which causes him complications later in life. One of his last duties at Gallitep was to destroy most of the records he

PROFILE ON MARRITZA

NAME: Aamin Marritza

LIFE FORM: Cardassian male

REMARKS: Marritza formulates an elaborate scheme to get himself tried by Bajor for war crimes committed by Gul Darhe'el, "The Butcher of Gallitep." By doing this, he hopes to force the Cardassian government to admit responsibility for their atrocities against the Bajoran people.

CURRENT STATUS: Deceased. Marritza is fatally stabbed by a Bajoran shortly after being released from custody on Deep Space Nine.

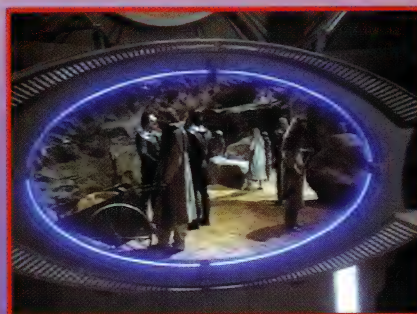
FIRST SEEN: "Duel" (DS9)



▲ Aamin Marritza cannot deal with the guilt he feels about not being able to help the Bajorans during their suffering at the hands of Gul Darhe'el. He is plagued by memories of their screams.

himself had kept, in view of the fact that Bajoran forces, including the **Shakaar Resistance Cell**, were coming to liberate the camp.

Honorably discharged from service, Marritza tried to enjoy his retirement, but was unable to be at peace with himself. Even though he had taken no active part



★ Archive

Jadzia Dax retrieves an archive image of the Gallitep labor camp, showing both Gul Darhe'el and his filing clerk Aamin Marritza.

PERSONALITY CRISIS



★ Conflicting images

Captain Sisko is puzzled that the image of Aamin Marritza bears little resemblance to the person being held on DEEP SPACE NINE.



★ True face of evil

Dax uses an image enhancement sequence to focus attention on the partially obscured face of Gul Darhe'el.



★ Uncanny resemblance

After cosmetic surgery, Marritza looks identical to the real Gul Darhe'el. Major Kira believes she has custody of a war criminal.

OTHER CARDS IN THIS FILE...

5 LEGATE TEKHENY GHEMOR
7 DAMAR

SEE OTHER FILES...

THE BAJORANS.....File 10
THE CARDASSIAN UNION..File 13
BAJORAN PERSONNEL.....File 47
STAR TREK:
DEEP SPACE NINE.....File 70

Aamin Marritza



★ Disturbing image

Gallitep survivors make their presence felt on DEEP SPACE NINE, as they hope to see the 'Butcher of Gallitep' pay for his crimes.

in the atrocities, he had done nothing to prevent them, and therefore believed himself to be as guilty as those who had actually committed the war crimes. In gradual stages, Marritza formed a plan by which he could not only assuage his own personal guilt, but also compel the Cardassians to admit their culpability, rather than allowing them to hide behind the diplomatic facade of 'strategic withdrawal.'

Plan in action

Several years after the liberation of Gallitep, Marritza put his affairs in order on **Cardassia Prime** and applied for a position teaching filing systems at the military academy on **Kora II**. With his distinguished service record, Marritza easily obtained the post, but before relocating to Kora II he underwent massive cosmetic surgery in order to take on the appearance of his former commanding officer, Gul Darhe'el, otherwise known as **The Butcher of Gallitep**. Marritza changed overnight from being a slender and unassuming male to a burly Cardassian of apparent late middle age.

Over the next five years, Marritza builds up his reputation as a decent, solid citizen, but keeps in the back of his mind a plan to have himself 'exposed' as Gul Darhe'el, and then be tried by the Bajorans for the crimes committed at Gallitep. To this end, he cultivates an arrogant, aloof persona, taking on the appearance of a man who is accustomed to being obeyed.

In 2369, Marritza books passage on a freighter bound for **Deep Space Nine**, having already established that former resistance fighter **Major Kira Nerys** is now

serving on the station. During the journey, Marritza feigns a medical emergency involving his Kalla-Nohra Syndrome, knowing full well that only the survivors of Gallitep still have the disease. The Cardassian impostor is certain that Kira will want to meet him, as the Gallitep survivors are emblems of strength and courage to the Bajorans.

Initially, his plan is successful; Kira is shocked when she sees that the 'heroic survivor' is a Cardassian, and has Marritza arrested for being a war criminal. In due course, the carefully laid clues to his 'identity' are revealed, and the major accuses him of being the hated Gul Darhe'el. He admits the charge, and proceeds, by relating stories of the horrors of Gallitep, to goad Kira into greater outrage and disgust, precipitating arrangements for his extradition and, he believes, his execution.

Kira's essential common sense, and the detective work of her colleagues, soon reveal flaws in Marritza's plan. They learn, for example, that the real Darhe'el did not have Kalla-Nohra Syndrome – when the mining accident occurred on Gallitep, he was on Cardassia receiving a **Proficient Service Medallion**. When **Gul Dukat** also reluctantly discloses that Gul Darhe'el died of a massive haemorrhage and was buried with military honors on Cardassia Prime six years ago, Marritza's deception unravels.

He admits his quixotic plan to Kira: how he was racked by guilt for years for having been a passive witness to cruelty and barbarism, unwilling to risk his own life to try to save others. He planned to stand trial as Gul Darhe'el, letting himself



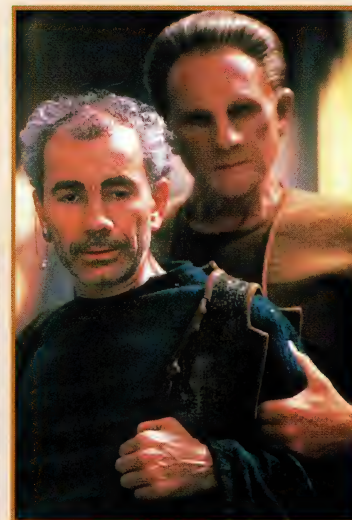
★ Too late

Kira is unable to save Marritza when Kainon stabs him.



★ Why?

Kira is sickened by Marritza's senseless murder, and sees it as a step back in Bajoran/Cardassian relations.



★ Petty prejudice

The vagrant Bajoran Kainon is a only a petty criminal on station DEEP SPACE NINE, at least until he murders Aamin Marritza.

be executed so that the Cardassian Government would be compelled to acknowledge the blood on its hands. He hoped this plan would make amends for his past cowardice.

No more murders

Kira's conscience is stirred by Marritza's obvious remorse and she arranges for him to be released from custody. She tells the broken man that what he is asking for is another murder, and that enough good people have died already. If Cardassia is ever to change, it will need more people like Aamin Marritza.

Kira makes arrangements for Marritza's return to Kora II, but before he can leave the station the final tragedy of his life occurs. A Bajoran vagrant named **Kainon**, who was earlier incarcerated at Gallitep, rushes at him and stabs him to death. Cradling the dead man in her arms, Kira demands to know why the Bajoran killed Marritza – "He wasn't Darhe'el," she cries out. "He was a Cardassian," comes the retort. Kira denies that this is sufficient, but, ironically, Marritza does pay the ultimate price for the crimes of Gul Darhe'el and Cardassia, though not in a way he ever imagined.

LIBERATORS

Witnesses of horror

Shakaar Edon's resistance cell was responsible for liberating Gallitep in 2357, and the rebels were horrified by what they found. Colonel Lenaris Holem takes into account the cell's part in freeing the camp when he is charged with apprehending former members of the Shakaar resistance cell in 2371.

▼ Gratitude

Colonel Lenaris is thankful to Shakaar Edon and his resistance cell for liberating Gallitep.



▼ Painful past

Colonel Lenaris Holem's brother was interned at Gallitep.



"Cardassia will only survive if it stands in front of Bajor and admits the truth."

— Aamin Marritza

Other Guls & Cardassian Operatives

The Cardassian Union is run by a powerful elite of officers, with varying degrees of efficiency. The regular displays of dissent among the ranks typify the lack of trust between its operatives.

Members of the **Cardassian** power elite rise and fall, but a steadfast work-force of mid-level guls and non-military operatives holds the **Cardassian Union** together with a combination of muscle-power, ruthlessness, and unbending determination. Cardassians often retain these low-profile positions by remaining flexible and pragmatic.

Starfleet enemies

Many Cardassians make their mark by using intimidatory tactics (such as **Gul Nador** who buzzes Starfleet's **Argus Array** in 2370) and duplicity. In 2368, **Gul Dolak** tricks **Admiral Kennelly** into helping him locate a **Bajoran** resistance fighter named **Orta**.

Even though the Cardassians retreat from **Terok Nor**, renamed **Deep Space Nine**, in 2369, the

former proprietors use any excuse to perturb the new occupants. In 2369, **Gul Jasad**, from the **Seventh Order of the Cardassian Guard**, believes **Deep Space Nine** is responsible for a lost Cardassian warship and prepares to attack. The ship reappears through the just-discovered **Bajoran wormhole**, saving the station. In another incident, **Gul Danar**, commander of the **Aldara**, arrives at **Deep Space Nine** in 2369 to argue for the extradition of **Kohn-ma** terrorist **Tahna Los**. Danar manages to keep the exchange civil even though he departs Tahna. On the other hand, **Gul Toran's** hunt for dissident **Natima Lang** on **Deep Space Nine** ends when **Elim Garak** kills Toran while Lang and her students escape.

Many Cardassians have been involved in purely peaceful pursuits. When **Bajor** and **Cardassia** announce they are close to

finalizing a peace treaty, **Legate Turrel**, representing the **Cardassian Central Command**, comes to **Deep Space Nine** to conclude negotiations with **Kai Winn** and approve the document. The **Federation** and the Cardassian Union also find themselves in agreement when defending the 2370 Federation-Cardassian peace treaty. During the first flush of Federation-Cardassian bonding, a boxing match is staged between **Gul Tulet** and **Pryce-Jones**. Dubbed '**The Knockout in the Neutral Zone**,' it lasts an incredible 23 rounds.

Shocking betrayal

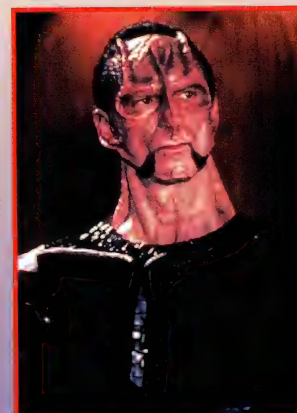
Unfortunately, there are times when it looks as if even Cardassians do not trust Cardassians. In 2370, **Legate Parn**, an important member of the Cardassian Central Command, learns that **Gul Dukat** has been kidnapped by the **Maquis**, and decides to kill two birds with one stone. Parn puts the blame on Dukat for illegally arming Cardassian colonists, and then does nothing to save Dukat from his abductors. Even Dukat is shocked by this betrayal. An even more



★ **Starship captain**
As GALOR-class warship commander, Nador undertakes deep space patrols.



★ **Obsidian Order agent**
Entek is involved in a ruse to expose a suspected Cardassian traitor.



★ **Mission observer**
Gul Macet oversees Starfleet's handling of an unauthorized attack by one of its officers on his people.



★ **Ready to forgive**
Glinn Daro wants to forget the past and extend the hand of friendship to his race's former enemies.

DIFFICULT MISSIONS



★ **Observer**
Korinas of the Obsidian Order watches over Thomas Riker's capture.



★ **Scientists**
Gilora Rejal, Ulani Belor, and Dejar take part in a joint scientific endeavor with the Bajorans in 2371.

★ Politics

Politician Kotran Pa'Dar discovers that his son, whom he believed dead, has been a pawn in a game of Gul Dukat's.



outrageous illustration of Cardassian duplicity is uncovered in 2371. Maquis rebel **Thomas Riker** steals the **U.S.S. Defiant NX-74205** and goes straight for the **Orias system** in Cardassian territory. Gul

★ Mission of discovery

Gul Ocett pretends to be willing to work with the Federation to solve an archeological riddle, but once she has the information she needs, she attacks her supposed allies and goes on to threaten the Romulans.



Other Guls & Cardassian Operatives



★ **Tracking down dissidents**
Garak's old adversary Gul Toran visits **DEEP SPACE NINE** to hand out typical Cardassian 'justice' with some political refugees.



★ **No mercy for terrorist**
Gul Dolak is in command of the Cardassian warships that fire on a vessel carrying a Bajoran resistance leader.



captain of the **Kraxon**, picks up the chase and uncovers an illegal **Obsidian Order** armada hidden in the Orias system. Ranor defends Riker against ships from his own nation's secret police.

Secret orders are part of everyday life for guls in the field. Gul Benil of the **Eighth Order** is, in 2371, about to board Benjamin Sisko's ship when Garak waves him off, explaining that he is on an Alpha Red priority mission and providing the proper security clearance codes. Benil is forbidden to discuss the meeting with anyone, and erases all computer records of the incident.

Abusing position

The moral dissolution pervading the Cardassian hierarchy is obvious when young men with bright futures, such as **Cardassian Military Academy** graduate and junior **Detapa Council** member Gul Marratt, believe that sleeping with officers' wives is a prerogative of their position. The prosperity of the Cardassian Union is immaterial to those like Gul Trepar, head of the **Fourth Order**, whose only concern is ruining a superior officer because he was once Trepar's subordinate. Trepar's back-biting

"I know them, you learn to watch your back around those people"

— Chief O'Brien on Cardassians

methods also prepare his own aide, **Glinn Borven**, for the day that he will excise Trepar.

When the Cardassian Union partners with the **Dominion**, not all Cardassians believe the alliance is positive. **Glinn Lasaran** begins providing inside information to **Starfleet**. After several months, Lasaran fears for his life and promises detailed information about the location and activities of the **Founders** in the **Alpha Quadrant**, in exchange for help in defecting. **Worf** fails to make a rendezvous with the Cardassian,

★ **Unforgiving**
Gul Jasad of the **Seventh Order**, threatens to retake **DEEP SPACE NINE** shortly after it is handed over to the Federation.

leaving Lasaran to die on the planet **Soukara**.

Most Cardassians remain loyal to the Union and their new allies, but many take umbrage when the **Breen** are added to the **Dominion** alliance. **Legate Damar** continues to dispatch officers like Gul Yaltar, commander of the **Third Order**, as though the change is accepted. Behind the scenes, Damar's aide, **Gul Rusot**, compiles a list of officers who might help to remove the Dominion from the Cardassian Union. Gul Rusot, like many others, is bitter about the Dominion and the sudden arrival of the Breen.

Among those interested in joining Damar are **Gul Seltan**,

stationed on **Cardassia Prime** and commanding 100,000 troops; **Gul Revok** and **Legate Goris**, who command half a million men between them; and **Glinn Seskal**, who is later promoted to gul. Their first strike on **Rondac III** is a brilliant success, mostly because of the surprise factor.

Annihilation

Unfortunately, Gul Revok gives **Weyoun** the locations of Damar's 18 rebel bases and the **Jem'Hadar** crush the rebellion in a day. Only Damar survives. This action elevates the former **Gul Broca** to Legate Broca, the new leader of the Cardassian force. By this time, ordinary soldiers, like **Vornar**, who guards the Dominion command ship, have had enough of the Dominion. Vornar has no command position, but his decision ends the Dominion-Federation war: he allows Damar, Garak, and **Kira Nerys** into the Dominion command ship without a fight. Once inside, the trio take action to stop the bloodshed.

Just as not all Cardassians have the interests of the Union at heart, neither are all its operatives Cardassian. **Kobheerians**, **Kressari**, **Lissepians**, and **Yridians** are often on the payroll. Whether born and raised on **Cardassia Prime** or simply hired as a mercenary, only the quick and the adaptable keep their positions and their lives for long.

TRAITORS AND DOUBLE AGENTS

For the Federation

Not everyone within the Cardassian Union agrees with its policies or ethics. Some such people become dissidents or refugees, others go even further and offer their services to the enemies of their race. **Joret Dal**, a member of the Cardassian military, passes information on Cardassian strategic planning to the Federation. He is killed by his own people in 2370, as, most likely is **Glinn Lasaran**, a Federation spy who is left to face the consequences of his treachery when **Worf** chooses to save the life of his injured wife rather than keep a rendezvous with the unfortunate agent. The most remarkable defector to the Federation, however, is Cardassian leader Damar, who turns to his 'enemies' when he can no longer stomach the Dominion's exploitation of his race.



▶ **For freedom**
Damar and his band of freedom fighters turn to **Starfleet** for help in planning their guerrilla tactics.



◀ **A better way**
The Cardassians are the enemies of the Federation during the Dominion war, but many come to see them as a lesser evil than the Changelings, their alleged allies.



◀ **Left waiting**
Federation spy **Glinn Lasaran** requests an urgent rescue when he thinks the Cardassians have begun to suspect him. Sadly, the rendezvous is not kept.

FILE 51 FERengi PERSONNEL

Rom

Sweet-tempered Ferengi waiter Rom discovers that living among humans brings out untapped strengths and unknown talents that he never even suspected existed.

Rom is born on Ferenginar, the second son of Keldar and his wife Ishka. Rom's older brother, Quark, does not hold much affection for his new sibling, perhaps because the younger son is downtrodden and seems to be preferred by their mother. Keldar does not have the lobes for business, and Rom appears to take after him, much to Quark's disgust and his mother's despair. Nonetheless, Ishka dotes on Rom, which seems to increase Quark's resentment of his younger brother. Rom adores his mother, whom he affectionately calls 'Moogie', and is willing to do anything to assure her happiness.

On Rom's **Naming Day**, Quark steals all the boy's presents, replacing them with old vegetables, and sells the gifts for more than Keldar paid for them. This is certainly a tactic that a Ferengi would admire, but it also foreshadows

the relationship between the two brothers.

Rom remains on Ferenginar for nearly 10 years after Quark leaves. He enters a standard five-year marriage contract with Prinadora and they have a son, Nog, together. Rom makes the mistake of falling in love with his wife and eagerly agrees to sign an extension to the contract without completely reading it. Once he does, Prinadora's father is able to take all of Rom's money. Broke, ashamed, and wary of love, he moves to **Deep Space Nine** with his son, to work in his brother's bar.

Unusually honest

Rom is treated like all of Quark's employees – practically as a slave. His poor performance in 2369 is particularly disappointing to his older brother, when, instead of pocketing a currency pouch left behind by a female client, he returns it. Quark is appalled at this and punishes his brother by assigning him to polish

every rail in the bar. Rom passes this punishment on to Nog, but his poor lobes for business are a constant trial to Quark.

In 2369, Quark is named



as the successor to **Grand Nagus Zek** and, in fine Ferengi fashion, Rom tries to kill his brother by throwing him out of an airlock. When Quark is

★ Strike out

Rom rounds up Quark's bar staff to take industrial action, in protest against the poor pay and appalling working conditions.



OTHER CARDS IN THIS FILE...

1 QUARK

SEE OTHER FILES...

THE FERengi ALLIANCE.....File 14

DEEP SPACE NINE.....File 27

STAR TREK:

DEEP SPACE NINE.....File 70

PROFILE OF A FERengi

NAME: Rom

LIFE FORM: Ferengi male

BIRTHPLACE: Ferenginar

OCCUPATION: Deep Space Nine engineer

FAMILY: Nog [son], Quark [brother], Ishka [mother], Leeta [wife]

REMARKS: Rom is not a typical Ferengi, as he often puts love and honesty before profit.

FIRST SEEN: 'Emissary' (DS9)

▶ Rom may appear to be nothing more than a Ferengi fool, but he often surprises others with his engineering flair. Over time he gains the respect of many.



A CHANGED FERengi

★ A show of weakness

Rom is not always the most courageous Ferengi. When interrogated by the U.S. military on 20th-century Earth, he turns to his son Nog for strength.



saved and it turns out Zek is still alive, Rom immediately apologizes for his behavior. Quark is pleased his brother had the guts to attempt his murder, however, and rewards Rom's treachery by making him the assistant manager of policy and clientele at his bar; it seems Rom has finally earned his brother's approval.

The two brothers' love/hate relationship continues, however. When Quark appears to be fatally wounded in a robbery attempt in 2370, Rom is genuinely worried, at least until he discovers that he could inherit the bar. Then he wants to be sure that the doctor is not performing any heroic measures to save Quark. In the end, however, it is Rom who protects Quark from a murderous assault.

Rom's one strength,

★ Mother's favorite

Rom is devoted to Ishka, whereas Quark blames her for their father's failings.

Rom

★ Wedding

Rom's disastrous first marriage to **Prinadora** makes him wary of romance. When he falls in love with **Leeta**, the couple argue over Rom's punitive marriage conditions.

★ Rescue mission

Rom and Quark form a **Ferengi rescue team** when their mother is captured by the **Dominion**.



★ Pursuit of profit

Rom finds **Zek** held captive in the **mirror universe**, after the **nagus** tried to trade with the **Alliance**.



his mechanical genius, is taken for granted by Quark, who uses him to repair the bar's **holosuites** and **replicators**. In 2370, Quark is amazed to learn just how far his brother's talents go. A **pulsatel lockseal** that Quark spends 25 seconds trying to release, takes Rom only 10 seconds; he has had plenty of practice opening the bar's storeroom door when Quark forgets to leave a **desealer** behind. He even carries around his own **desealer rod**, made by Nog, and Quark is shocked to see Rom using **magnasite drops** to eat through a

duranium wall plate, the same way that he gets into Quark's **latinum** floor vault.

Fighting for rights

Rom's work contract calls for no sick days, no vacations, and no paid overtime, all of which he docilely accepts until Quark finally pushes him too far. In 2371, a seeping infection of his tympanic membrane almost becomes terminal when Rom is unable to take time off work to have it checked. The illness, and having his pay cut by a third, finally pushes



Rom into action. He organizes a union, an unthinkable act for a Ferengi. This minor rebellion reveals an inner strength in Rom that, while not capable of producing profit, is ideal for working for the **Federation**.

In 2371, Rom eventually quits his job in the bar to become a diagnostic and repair technician. By 2373, he has impressed **Chief Engineer Miles O'Brien**, not only with his unflagging work ethic and loyalty, but also with his genuine talent. Rom is promoted to the day shift, much to his delight and Quark's disgust. His skills prove particularly useful when **Deep Space Nine** is taken over by the **Dominion** in 2373.

Rom encourages his son's break with Ferengi traditions early on. In 2369, when **Keiko O'Brien** opens a school for the children on **Deep Space Nine**, Rom is initially against

★ A new nagus

Zek hands over the role of **grand nagus** to a surprised Rom.

"You're probably the least Ferengi-like Ferengi I've ever met." — **Jadzia Dax** to Rom

his son attending, until Keiko points out how much knowledge Nog will gain in a Federation school, and that knowledge is power. In 2371, Rom is openly proud when Nog wants to join **Starfleet**.

Rom, however, would not be himself if he did not vacillate and crumble under significant opposition. When **Grand Nagus Zek** opposes Nog's schooling later in 2369, Rom immediately pulls his son from the school. Trapped in the **mirror universe**, Rom is willing to do anything his captors want, just so he can be freed.

Loving the Ferengi

Falling in love also terrifies Rom. His unrequited feelings for the **dabo girl Leeta** might never have come to light if his hand had not been forced. In 2373, when Leeta is prepared to leave **Deep Space Nine** forever, Rom finally overcomes his fears and tells Leeta he loves her.

Despite his business ineptitude and general naiveté, Rom is actually a very clever engineer — something his Federation colleagues appreciate, though his more traditional brother can't understand a career that does not involve the pursuit of **latinum**.

The most surprising turn of events comes in late 2375, when Rom is selected as the successor to **Grand Nagus Zek**. While **Ishka** — Rom's mother and Zek's lover — undoubtedly plays a part in the hapless Ferengi's appointment, he is a natural choice to continue the radical reforms that Zek has begun to implement in Ferengi society.

MIRROR UNIVERSE ROM

Soldier Rom

In the mirror universe, Rom is a professional soldier who fears nothing, and is willing to take up arms at a moment's notice — truly the prime universe Rom's opposite in every way. The alternate Rom, a member of the **Terran Rebellion**, wants to teach the **Alliance** a lesson in 2371. He advocates a not-so-subtle attack on **Terok Nor**, where the Rebels would throw everything they have at the station. Anger at the "Cardassian pigs" who killed his brother is also driving this hard-edged Rom, even though, in the wake of Quark's death, he inherits the bar in 2370.

The mirror universe Rom appears to be playing a double game. He tells the **Intendant**, who works for the **Alliance**, that **Captain Sisko** still lives, and offers advice on how to trap him. This ploy has actually been devised by Sisko in order to mislead the **Intendant** about the captain's true intentions, but the plan fails when **Garak** tortures Rom, extracts the true story, and then murders him. In the end, Sisko manages to escape, but at the cost of the alternate Rom's life.

★ Brave rebel

In contrast to the prime universe Rom, his mirror universe counterpart is a self-serving and fearless cad.



★ The price of treachery

The mirror Rom betrays his fellow **Terran rebels** to the **Intendant**, but he pays for his treachery with his life.

Biobeds: 2370's

The sleek, sophisticated **Starfleet** biobeds used on station *Deep Space Nine* sit rather incongruously amidst the Infirmary's imposing and antiquated **Cardassian** structures and systems.

▶ When the Federation is given control of **DEEP SPACE NINE**, **Starfleet** biobeds are installed in the station's Infirmary.



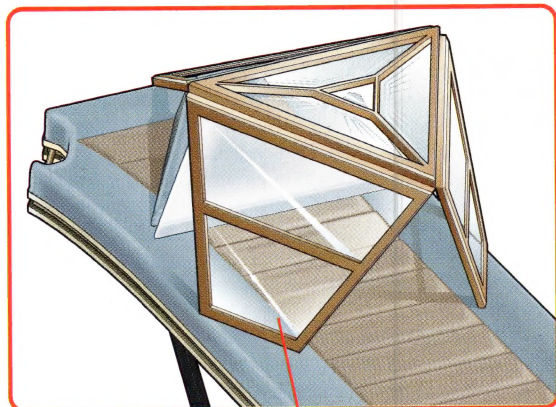
The liberation of the former **Cardassian** mining station **Terok Nor** by **Starfleet** and **Bajoran** forces in 2369 offers many problems to its new residents, from possible booby traps to the removal of vital equipment by the departing **Cardassian** forces. One of the most immediate challenges faced by the **Starfleet** crew is the establishment of an operational medical facility, a task coordinated by **Chief Medical Officer Dr. Julian Bashir**. Unlike custom-built **Starfleet** Medical facilities found on board **Starfleet**-designed starbases or starships, Dr. Bashir is faced with an eclectic mix of outdated **Cardassian**-designed computer systems and an Infirmary hardly adequate for the level of care expected to be offered by **Starfleet** medical staff. The doctor manages to transform the area made available to him into an extremely efficient and effective primary care facility.

Constant upgrades

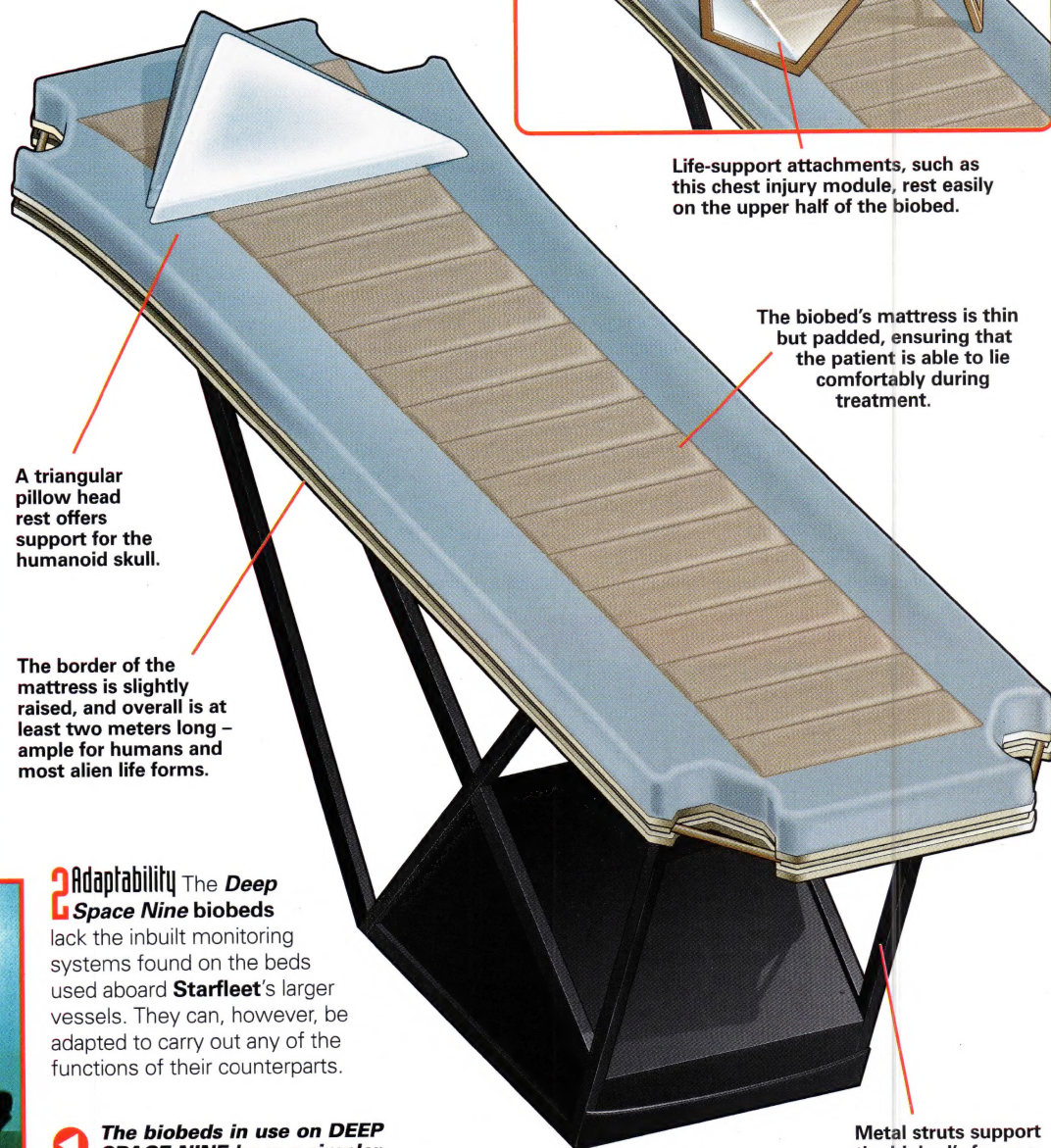
One of the most important pieces of medical equipment brought aboard *Deep Space Nine* for use in the Infirmary is the **biobed**, a staple of **Starfleet** Medical which has undergone continual development and refinement since the early 2250's. Unlike the beds used aboard **Constitution**-, **Galaxy**-, and **Sovereign**-class vessels, the biobeds used on *Deep Space Nine* are much simpler in design and construction, yet are able to carry out exactly the same

BIOBEDS: 2370'S

1 No frills The **biobed** design in use on station *Deep Space Nine* in the 2370's is simple in appearance, but has been engineered to offer the patient maximum comfort. It is supported by a sturdy base, which can withstand a considerable load.



Life-support attachments, such as this chest injury module, rest easily on the upper half of the biobed.



A triangular pillow head rest offers support for the humanoid skull.

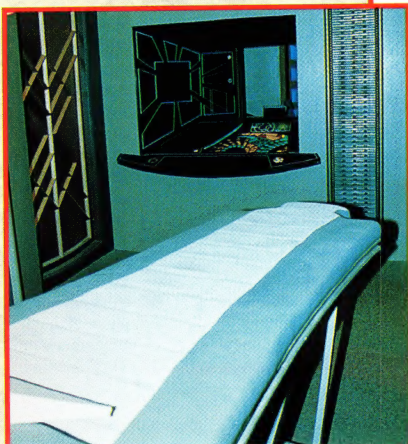
The border of the mattress is slightly raised, and overall is at least two meters long – ample for humans and most alien life forms.

The biobed's mattress is thin but padded, ensuring that the patient is able to lie comfortably during treatment.

2 Adaptability The *Deep Space Nine* biobeds lack the inbuilt monitoring systems found on the beds used aboard **Starfleet**'s larger vessels. They can, however, be adapted to carry out any of the functions of their counterparts.

▶ The biobeds in use on **DEEP SPACE NINE** have a simpler, sleeker design than those found on contemporary **Starfleet** ships.

Metal struts support the biobed's frame.



Biobeds: 2370's



▲ **Keiko O'Brien recovers on a DEEP SPACE NINE biobed after her unborn baby has to be transferred to Kira Nerys.**



▲ **The triangular pillows on the DEEP SPACE NINE biobeds are large enough to support the lobes of a Ferengi adult.**



▲ **Despite the best efforts of DEEP SPACE NINE's medical staff, biobeds sometimes serve as a patient's last resting place.**

monitoring functions, feeding information to the chief medical officer's computer station or to nearby display interfaces. The biobed is also designed to act as a base for additional equipment used in the treatment of patients with specialist injuries, exhibiting a modular approach to medical equipment which offers a high degree of flexibility for the medical team.

The biobeds are of simple but robust design, allowing ease of maintenance and cleaning by the medical staff. The base is constructed of a solid black sealed unit with an apex-angled upper section, and has external brackets on the front and rear-facing panels, into which the support arms for the upper bed area connect. A set of twin tapered struts runs upward and outward from the lowest section of the base to the foot of the biobed, connecting to a dark metallic supporting framework approximately one meter off the ground, on which the mattress is positioned. The supporting framework is roughly rectangular, and is well covered by the silver-gray padded material which makes

up the biobed's mattress, although the framework is exposed in places to allow medical equipment and modules to be directly connected to the biobed.

Added support

The center and head of the biobed framework is supported by struts running from the larger angled side of the base, adding greater strength and aiding stability, with the patient effectively supported by six load-bearing stanchions with equal weight distribution. The width of the biobed is around one meter at its widest point, corresponding with the shoulders of an average-sized humanoid, although the length of the bed, at over two meters, is designed to cater for most forms of humanoid life. The variety of species resident on *Deep Space Nine* at any one point means that the medical team have to constantly update their medical database and adapt equipment to deal with many physiologies, but the biobed is flexible enough to cope with most visitors to the starbase.

The center section of the

smooth and thickly padded mattress has a lighter colored ribbed section which protrudes to form a ledge at the tapered foot of the biobed. A triangular pillow is provided at the head of the bed, and while the separation of the beds is not as private as that on a *Galaxy-class* starship, the addition of a white sheet draped over the patient can provide some degree of privacy. Internal sensors built into the biobeds are able to transmit information to either the Cardassian-designed interface screens located on some of the walls of the Infirmary, or feed data to the more customary Starfleet Medical diagnostic wall-mounted units found on starships. Either system can be used by Dr. Bashir, proving that he is as flexible as the equipment he works with.

The largest concentration of biobeds is located in the post-operative recovery room, in which Bashir can monitor a number of patients at the same time. During a serious medical emergency, an injured patient can be directly beamed to one of the beds via a site-to-site transfer, allowing treatment to begin almost instantly. A single biobed can be found a short distance away from this main area, isolated from the other biobeds. This biobed can accommodate a chest injury module large enough to treat a wounded **Klingon** warrior, and fits directly onto the upper surface of the standard biobed.

The operating room biobed contains a number of sensors which indicate the condition of the patient, allowing the medical team to administer suitable treatments. In keeping with previous Starfleet biobed designs, a sleeping or unconscious patient can be woken using a nearby control console that displays information from the chest injury module. The chest unit does not appear to be standard Starfleet design, although an adaptation of existing standard-issue equipment by Dr. Bashir and the engineering staff would almost certainly be required to treat trauma wounds in most humanoids.

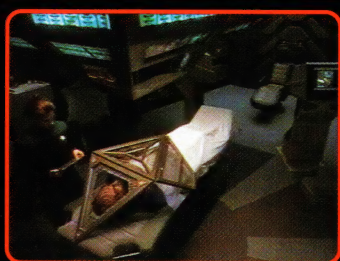
Maximum protection

Resting on the head and middle section of the biobed, the chest unit is constructed out of a copper colored alloy which forms interconnected twin triangular frames. A transparent cover over the abdomen and chest of the patient allows access by the medical staff, yet keeps the damaged area of the patient free from pressure. The sealed nature of the chest unit would allow it the ability to regulate the atmosphere inside of it, as the patient's head movements are relatively restricted. Communication for the patient takes place through a smaller triangular transparent canopy, with several raised indicator lights at each corner giving an easy-to-read visual indication of the unit's status.

SPECIALIST EQUIPMENT

Life-saving methods

Starfleet biobeds can be adapted to deal with life-threatening situations. In 2371, Dr. Bashir uses a positronic implant to prolong Vedek Bareil's life long enough for the Bajoran to complete treaty negotiations with the Cardassians. In 2372, Bashir attaches a chest injury module to a biobed in order to save Worf's brother Kurn from certain death.



▲ **When the Klingon Kurn suffers a near-fatal chest wound, Dr. Julian Bashir uses a chest injury module to help keep his patient alive.**



▲ **A heady cocktail of cordrazine, inaprovaline, morphenolog, and vasokin is used in combination with a positronic implant to keep Bareil alive.**



▲ **Any DEEP SPACE NINE biobed can easily be moved next to another one, as when Dr. Julian Bashir is forced to transfer the Dax symbiont into the unjoined Trill Verad.**



STAR TREK: Deep Space Nine

A-Z Episode Guide Part 9

'TRIALS AND TRIBBLE-ATIONS'

FILE 70 CARD 98



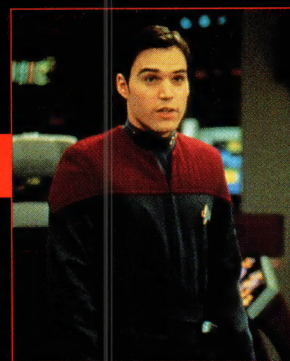
Disgraced **Klingon** spy **Arne Darvin** uses the **Bajoran Orb of Time** to return himself and the **U.S.S. Defiant NX-74205** to the 23rd century, where he hopes to assassinate **Captain James T. Kirk**, **Captain Benjamin Sisko** and his colleagues search for Darvin on **Deep Space Station K-7** and the **U.S.S. Enterprise NCC-1701**, and have their first encounters with the fluffy life forms known as **tribbles**.



'TRIBUNAL'

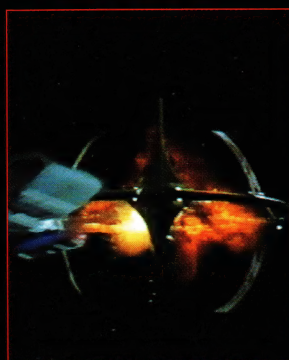
FILE 70 CARD 42

Chief Miles O'Brien, wrongly arrested by the **Cardassians** for allegedly supplying arms to the **Maquis**, is made to stand trial on **Cardassia Prime**. Under Cardassian justice, the accused is always presumed to be guilty, and the trial is staged solely for the benefit of the Cardassian public.



'VALIANT'

FILE 70 CARD 140

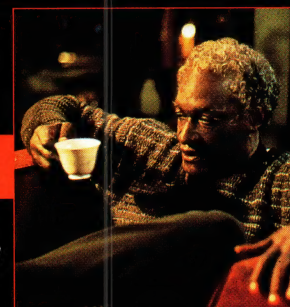


Jake Sisko and **Nog** are rescued by the **Defiant-class Federation** starship **U.S.S. Valiant NCC-74210**. The two friends discover that following a disastrous encounter with the **Jem'Hadar**, the **Valiant** is now entirely staffed by members of the elite **Starfleet Academy** cadet group **Red Squad**, under the command of **Captain Tim Watters**. When Watters prepares to engage a gigantic **Jem'Hadar Battleship**, Jake begins to express doubts over the young captain's leadership qualities.

'VISIONARY'

FILE 70 CARD 58

A case of radiation poisoning causes **Miles O'Brien** to experience a number of time shifts which give him disturbing glimpses of the near future. When the chief witnesses not only his own death but also the destruction of station **Deep Space Nine**, the present and future O'Brien work together to avoid disaster.



'THE VISITOR'

FILE 70 CARD 69

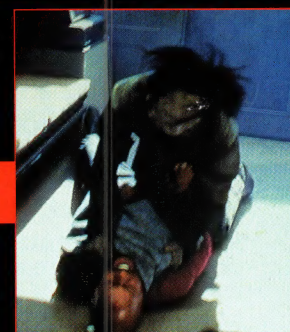


In an alternate timeline, an accident aboard the **U.S.S. Defiant NX-74205** plunges **Benjamin Sisko** into a **subspace** timestream, from which he can return only at very brief intervals. **Jake Sisko** spends the rest of life trying to engineer his father's permanent return, to the detriment of his own family and career.

'VORTEX'

FILE 70 CARD 11

Chief of Security Odo arrests **Croden**, a fugitive from the planet **Rakhar**, for killing a **Miradorn** twin on station **Deep Space Nine**. Croden manages to convince Odo that he has met other shapeshifters before, and during the journey back to the Rakhar homeworld the two men take a diversion into the **Chamra Vortex**, where Croden claims that the Changelings live.



'WALTZ'

FILE 70 CARD 129

Captain Benjamin Sisko and a supposedly recovered **Dukat** travel aboard the **U.S.S. Honshu** to **Starbase 621**, where the **Cardassian** is due to stand trial for war crimes. During the journey the **Honshu** is attacked and destroyed by a number of Cardassian vessels, but Dukat and a badly injured Sisko manage to escape to a nearby planet. Dukat begins to hallucinate, and assures his imaginary companions that he will kill his old enemy Sisko.

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'THE WAY OF THE WARRIOR'

FILE 70

CARD 68

Captain Benjamin Sisko requests that **Lt. Commander Worf** be transferred to station *Deep Space Nine* to help deal with the **Klingons**. **High Chancellor Gowron** believes that the **Domionion** have infiltrated the **Cardassians'** ruling council, and is preparing to launch an all-out assault on the Cardassian homeworld.



'WHAT YOU LEAVE BEHIND'

FILE 70

CARD 169



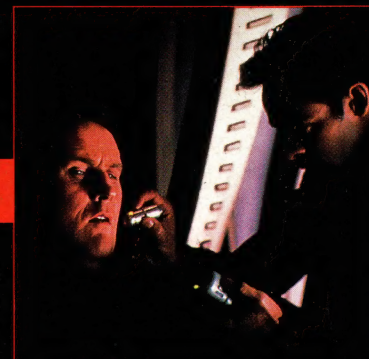
As the **Domionion war** draws to a close, **Captain Benjamin Sisko** travels to the **Bajoran Fire Caves** in a bid to stop **Dukat** and **Kai Winn** from staging the **Restoration** of the evil **Pah-wraiths**. On station *Deep Space Nine*, friends and colleagues enjoy a farewell party in **Vic Fontaine's** holosuite program.

'WHEN IT RAINS'

FILE 70

CARD 165

Colonel Kira Nerys is granted a temporary **Starfleet** commission so that she can instruct **Damar's** resistance cell in the art of guerrilla warfare. On station *Deep Space Nine*, **Dr. Julian Bashir** discovers that the degenerative Changeling disease has been deliberately engineered by **Section 31**.



'WHISPERS'

FILE 70

CARD 32



Miles O'Brien attends a security briefing on the upcoming **Paradan** peace talks to be held on *Deep Space Nine*. When the chief returns to the station he finds that his colleagues are acting strangely, and he starts to worry that they may be in league with **Paradan** rebels intent on disrupting the peace process.

'WHO MOURNS FOR MORN?'

FILE 70

CARD 130

Quark learns that **Morn**, his most loyal customer, has apparently died while enjoying a rare sojourn off the station. The **Ferengi** barkeep is delighted when he is bequeathed **Morn's** entire estate, but finds that his sudden inheritance attracts the attention of a number of shady characters.



'THE WIRE'

FILE 70

CARD 39



When **Garak** collapses on station *Deep Space Nine*, **Dr. Julian Bashir** finds that the exiled **Cardassian** tailor has been abusing an implant in his brain that stimulates pleasurable endorphins. The device has now brought **Garak** close to death by altering his body's molecular structure.

'WRONGS DARKER THAN DEATH OR NIGHT'

FILE 70

CARD 135

Kira Nerys is disgusted to hear **Dukat** claim that he once had an affair with her mother, **Kira Meru**; to learn the truth, the major uses a **Bajoran Orb** to travel back in time to station **Terok Nor**. Nerys finds that **Meru** guaranteed her family's safety by becoming **Dukat's** **comfort woman**.



'YOU ARE CORDIALLY INVITED'

FILE 70

CARD 125

Worf and **Jadzia Dax** begin preparations for their traditional **Klingon** wedding on station *Deep Space Nine*. **Captain Sisko**, **Dr. Bashir**, and **Chief O'Brien** join **General Martok** and **Alexander Rozhenko** for **Worf's** pre-wedding **Kal'Hyah** ritual, while **Dax** receives instruction from **Sirella**, the formidable mistress of the **House of Martok**.